
HORIZON
ZERO DAWN™



Earth Will Be Ours Again

It's not every game that lets you stalk through a dense open world tracking a herd of robotic animals that draw you into the path of a mechanical T-Rex, only to have the sheer amount of combat options be the thing that overwhelms you; do you tie the beast down or try to Freeze it? Do you Knockdown and Override one of the smaller machines as a distraction, or do you aim to knock the Thunderjaw's Disc Launcher loose? You know that the right combination of calculated actions can instantly reduce this deadliest of foes to a pile on the floor, and that feels good.

We at Future Press share a bit of an obsession with videogames that feature well-crafted third-person combat (except Bruce, he'll play anything). That, along with those lush vistas and its wonderful setting, is what attracted us to Horizon Zero Dawn and it's what kept us playing hundreds of hours later. It's not just the combat, though. Playing the game for months to search out its every secret was a joy – the visuals, the story, the combat and the world all come together perfectly. It's obviously a game its creators loved spending those years making, and we hope it's just as obvious that this is a book we loved spending months putting together.

Chapter Overview



Spoiler Levels

This book is designed to avoid spoiling story and plot details as much as possible. Sometimes that's unavoidable, though, so we've used the book's structure to help you read only the parts that make sense for you. The further through the book you go, the more likely there is to be spoilers. If you're just starting the game then stick with the first two chapters and refer to chapters 3 and 4 only when you need help progressing. Once you've reached the later parts of the game then using chapters 5 and 6 won't spoil anything. Only those who have seen the game through should venture into the story-related parts of chapter 7.

Chapter 01 Training Manual

If you need to know the basics, this is the place to come. Learn about Aloy's movement and stealth options and how to properly explore the game's vast world (and take beautiful pictures of it with the Photo mode).

Chapter 02 Hunting Guide

Ready to dig in to the options at your disposal? This is where you'll find details on all the weapons, Skills, traps, potions and Outfits in the game, and we'll show you how to get the most out of each one.

Chapter 03 Hunting Targets

The machines are the stars here. We pick each one apart and provide strategies for taking them down without breaking a sweat. Human enemies and wildlife are also covered, just in case you're hunting a different type of target.

Chapter 04 Quest Guide

If you're about to start a new quest, or are looking for something to do in the area, this chapter will be your guide. The Main Quests walkthrough takes you through the whole game and suggests appropriate diversions along the way. The Side Quests, Errands and Activities are also covered here, along with a full guide to progression for those who want see the optimal route through everything the game has to offer.

Chapter 05 Region Guide

If there's something to be found anywhere in Horizon's vast world then it'll be marked on the maps in this chapter. Split across the game's regions and major settlements, with accompanying lore text from the game's writers, we reveal the locations of all Datapoints and Collectibles.

Chapter 06 Hunting Gear

Want to know how much something costs or where you can buy it? This reference chapter has you covered. The charts here are perfect for all your item and crafting-related needs.

Chapter 07 The Notebook

The tribal sci-fi story is a huge part of what makes Horizon great, and it's integrated into every part of the game. This chapter explores the game's characters and story through bios, summaries and interviews with the team at Guerrilla Games.

About the Data

As with any guide published in the age of online patches, there's a limit to what we can do to prevent the data in this book from become outdated in the future. The release date of this book allowed us to include any changes from the game's first patches. And since Horizon Zero Dawn is a fully single-player experience, we're confident that further changes to the game's balance will be minimal. Dennis Zopfi, the game's Machine Combat Designer, told us he wants empty boxes in our books to write in updated data. For this book at least, that wasn't necessary.

Icon Legend

If you're reading any part of this book and wondering what a particular icon means, then there are a couple of places you can go. The first is the poster – the full icon legend should be visible when it's folded. The second is the 'About This Chapter' page at the start of the Quest Guide (P.270). Keeping the bookmark ribbon there is a good idea until you're familiar with the icons.

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TRAINING MANUAL

If you want to hunt anything bigger than a Grazer with any kind of finesse, you'll need to be familiar with almost everything on the following pages. This chapter serves as a primer (or reminder) on the systems and mechanics in Horizon Zero Dawn. Any questions you might have about Aloy's basic movement and abilities can be answered by a quick look here.



Basic Game Features

Unlike other parts of this book, this chapter is best read before playing much of the game. Many of the mechanics the game uses are a unique mix of familiar elements. Though much can be assumed based on experience with other games, it's sometimes best to be certain about things, to avoid any nasty surprises. That said, we'll begin with the very basics.

The Essentials

The topics covered here are essential to progression within the game. Though they may seem basic, they can be quite daunting to those who aren't well practiced in the ways of the modern open world adventure genre. If that includes you, then consider this your starting point, where you can familiarize yourself with the various elements of the in-game menu structure and how and where to save your data.

Saving & Loading

Horizon Zero Dawn uses three types of save files – Autosaves, Quicksaves and Manual Saves. Your progress will be Autosaved at certain predetermined points, typically when you complete quest objectives or advance the story. You may perform a Quicksave by visiting any Campfire and pressing △; this convenient feature will generate a new Quicksave file and set the Campfire as your respawn point without requiring you to open the Save menu, allowing for uninterrupted gameplay.

You may also perform a Manual Save at any Campfire by pressing □, which will open the Save menu and prompt you to either create a new file or overwrite an existing slot. A combined total of ten Autosaves and Quicksaves will be retained before the game begins overwriting the oldest of these files each time a new one is generated. Manual Saves are permanent and can only be overwritten or deleted by directly accessing the Save menu.

When you boot the game for the first time, you'll need to choose the 'New Game' option to begin playing. After you've created at least one save file of any type, the 'Continue' and 'Load Game' options will appear on the Title Screen. Selecting 'Continue' will automatically load your most recent save file, while choosing 'Load Game' will allow you to manually select which of your save files you wish to load. **[→▢ 1]**

Difficulty Setting

You'll be prompted to select a difficulty setting when you first begin a new game, but you can also change this setting at any time later on. This setting modifies the damage Aloy deals to enemies, as well as the damage she receives from them, but does not affect item drop rates or the amount of experience gained from quests or combat.

Difficulty Setting	Damage Dealt to Enemies	Damage Received by Player
Easy	125%	50%
Normal (Default)	100%	100%
Hard	90%	125%
Very Hard	80%	150%

Levelling Up

Character progression relies on a standard system of levels and experience. Aloy begins her journey at level 1 regardless of the difficulty setting; she gains experience by defeating enemies and completing quests, eventually reaching certain thresholds at which her level will rise and her capabilities



will increase. Aloy starts with 210 health, and can achieve a maximum level of 50. With each level-up she gains one additional Skill point and a permanent 10-point health boost, leaving her maximum possible health at 700.

Level Requirements

Level	Experience	Level	Experience	Level	Experience
1	–	17	16000	34	33000
2	1000	18	17000	35	34000
3	2000	19	18000	36	35000
4	3000	20	19000	37	36000
5	4000	21	20000	38	37000
6	5000	22	21000	39	38000
7	6000	23	22000	40	39000
8	7000	24	23000	41	40000
9	8000	25	24000	42	41000
10	9000	26	25000	43	42000
11	10000	27	26000	44	43000
12	11000	28	27000	45	44000
13	12000	29	28000	46	45000
14	13000	30	29000	47	46000
15	14000	31	30000	48	47000
16	15000	32	31000	49	48000
		33	32000	50	49000

THE HUD

The HUD (short for Heads-Up Display) is a layer of on-screen information that will assist you in navigating the game's world and in making effective use of your weapons and items. The HUD displays your current health, remaining ammo, item reserves, direction of travel and various other things that help to keep you alive and oriented. You'll be relying heavily upon this information throughout Aloy's journey, so be sure to familiarize yourself with the HUD and its functions.



	Name	Purpose
1	Health Meter	Displays current/maximum health and Medicine Pouch contents. Health is represented numerically and by the large red bar. Medicine Pouch contents are represented by the small green bar. Remaining Medicine Pouch bars are represented by the green crosses.
2	Compass	Indicates directional heading. Displays markers for quest objectives, locations and important NPCs such as merchants.
3	Experience Meter	Displays current level and experience required for level-up.
4	Quest Log	Displays active quests and current quest objectives.
5	Stealth Indicator	Binary readout showing current stealth status: visible (open eye) or concealed (closed eye).
6	Tool Wheel	Quick-access inventory selector. Allows use of the Medicine Pouch, Traps, Potions and certain Skills via the Directional Pad.
7	Interaction Commands	Shows available interactions with NPCs or the environment such as conversations, mounting an Overridden machine, looting defeated enemies and inspecting clues.
8	Selected Weapon	Shows the currently-selected weapon and ammunition. Expands into the Weapon Wheel by holding L1.

HUD Settings

In the Settings menu you can control exactly what you want to appear on your HUD. The 'Quest Pathfinding' and Waypoint Pathfinding' options let you choose whether or not a there's a route line on the map to lead you to an objective – either a waypoint you set yourself in the case of Waypoint Pathfinding, or leading to the current objective in the case of Quest Pathfinding. If you set the HUD type to 'Custom' the 'Custom HUD' menu will appear, allowing you to fully customize what you see on screen. This is perfect for players who want as little navigational help as possible but still need to see the more combat relevant items.

Health

The most important item shown on the HUD is the Health Meter, represented by a red gauge split into four segments. If this gauge drops to zero you'll find yourself back at the location of your last save with your progress lost, so paying careful attention to the Health Meter is crucial. Aloy's health will decrease when she takes damage from enemy attacks or environmental sources such as fire, exploding Canisters or long falls. She can recover lost health by using the Medicine Pouch or consuming healing potions. If Aloy's health falls below 25% she can automatically regenerate it back up to the 25% mark, but only if she can avoid damage long enough for her recovery period to begin. 25% isn't a lot, though, so this isn't something you'll want to rely on. **[→▭ 1]**





Overhealing

Aloy can also take advantage of a system commonly known as 'overhealing,' whereby using a Health Boost Potion will temporarily increase her maximum health by 150 points (even going above her current maximum health). The bonus health Aloy gains is shown as a yellow layer on top of her Health Meter, which will steadily drop over a period of less than two minutes. After this time limit runs out, if she didn't take any damage, then Aloy will be left with however much health she had before using the potion.

The Medicine Pouch

When exploring the game's vast territories, you'll often come across several types of medicinal herbs growing wild. These plants can be harvested (by pressing △) and stored in the Medicine Pouch, providing a backup source of healing to supplement your health potions. In contrast to the instant effects of potions, however, health recovered through use of the Medicine Pouch is gradually added to the Health Meter over time. Each plant you collect adds a certain percentage to the green Medicine Pouch Meter directly beneath the Health Meter. **[→▭ 2]**

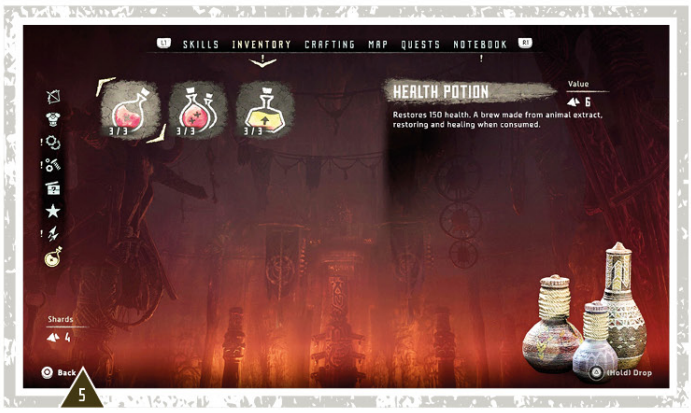
The percentage shown on the Medicine Pouch Meter will restore an equivalent amount of Aloy's health when used by pressing ↑ on the D-Pad. The Medicine Pouch has an initial maximum capacity of 200%, allowing for a total of two complete recoveries. Once its contents go above 100% a green cross icon will appear below the Medicine Pouch Meter, indicating that another 100% recovery is available in addition to the amount currently displayed by the green bar. Learning the 'Herbalist' Skill will double the pouch's capacity to 400%, while learning the 'Healer' Skill will triple the rate at which the pouch's contents are converted to health. Despite its limitations, the Medicine Pouch does provide certain advantages over healing potions. Aloy will only use enough of the pouch's contents to fully restore her health, saving any remaining Resources for later (in other words, if Aloy's current health is at 60% and the pouch contains 140%, pressing ↑ on the D-Pad will transfer 40% from the pouch to the Health Meter, while leaving the remaining 100% in the pouch). Moreover, if Aloy takes damage while her health is being restored by the Medicine Pouch, the pouch's contents will continue being converted until it is completely empty, automatically healing the damage she's just taken.

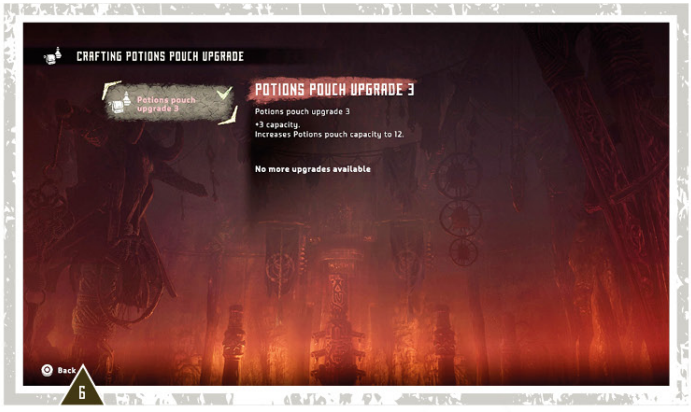
Medicinal Plants

Medicine	General Location	Medicine Pouch Gain
Hintergold	Near Water	10%
Wild Ember	Wooded Areas	20%
Valley's Blush	Open Areas	12%
Ochrebloom	Near Roads	16%
Gray Omen	In Cauldrons	20%
Salvebrush	Snowy Areas	15%









TOOLS

The Tool Wheel, on the bottom left of the HUD, allows you to immediately use the Medicine Pouch, Potions, Traps, Rocks and certain Skills without having to open the Main Menu. This HUD element plays an integral role in combat situations, when you'll need quick access to tactical options on the fly. Always confirm the positions of important items on the wheel such as healing potions and proximity mines before engaging an enemy. The Tool Wheel also allows you to avoid direct combat by drawing individual enemies into patches of tall grass using the Lure Call Skill and finishing them with a Silent Strike, or by distracting them with the noise from a thrown Rock while you sneak away. **[→▢ 3/4]**

USING ITEMS

Pressing ⬆ on the D-Pad activates the Medicine Pouch, while pressing ⬇ uses the item currently selected; pressing ⬅ or ➡ cycles between available items and Skills. In addition to standard items, the Skills 'Lure Call' and 'Call Mount' are also used in this manner and their icons will appear in the Tool Wheel once they have been unlocked. Note that the Call Mount icon will be shown any time an Overridden mountable machine is available, even if the Skill itself has not yet been learned.

POTIONS



Potions are divided into two categories based upon what they do: healing potions and resistance potions. Healing potions instantly recover Aloy's health or briefly increase the amount of damage she can sustain. Resistance potions, meanwhile, provide large, temporary boosts to Aloy's defense against the appropriate elemental damage and status ailments. Potions can be crafted from the Inventory tab in the Main Menu. Aloy can initially carry up to 3 potions of each type, but this can be increased to a maximum of 12 by upgrading the Potions Pouch. **[→▢ 5/6]**

ROCKS

An indispensable cornerstone of your arsenal, Rocks can be gathered just about anywhere outdoors. They can also be found in certain types of treasure boxes and purchased in bulk from merchants, but nobody in their right mind would actually buy a bag of rocks, right? Nevertheless, these humble projectiles are useful for creating distractions even late in the game, making them especially valuable for stealth-loving players.

A thrown Rock will generate a loud noise wherever it lands, drawing the attention of any hostile humans or machines within earshot. Enemies will turn toward and slowly approach the source of the noise, providing opportunities to either group them together in preparation for an area attack or lure them one by one into explosive traps or tripwires. Rocks can also be used to clear an escape route without revealing your presence, but be warned: directly striking any enemy with a Rock will immediately alert them to your location, forcing you into combat.



Aim near to your target, but not close enough to risk hitting them…



…and you'll have no trouble luring them into your carefully placed trap.



1

TRAPS

Traps are stationary devices which detonate either in proximity to or on contact with hostile humans and machines. Aloy has access to three types of Trap: Blast Traps, Detonating Blast Traps, and Shock Traps. Blast Traps explode and deal damage when an enemy enters their proximity (within a roughly 2m radius). Detonating Blast Traps explode and deal damage upon contact with an enemy or when shot by Aloy **[→▢ 1]**. Shock Traps detonate within 2m proximity to enemies and release an electromagnetic field that increases Shock severity and eventually inflicts Shock **[→▢ 2]**.

BLAST TRAP

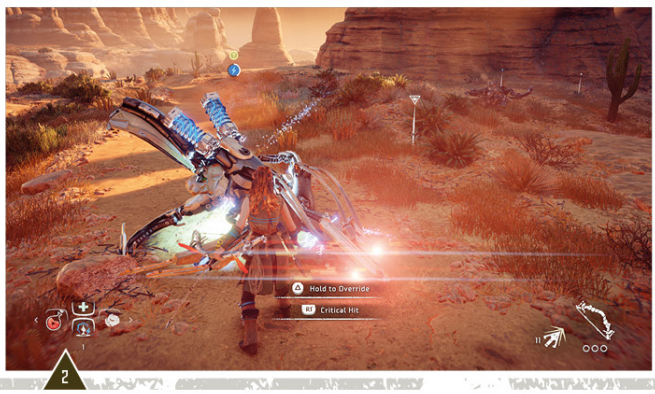
Best placed on an enemy's path, these are good for landing an unexpected opening blow in a battle.

SHOCK TRAP

Shock Traps can provide a great opportunity to Override dangerous targets.

DETONATING BLAST TRAP

Perfect for hitting multiple enemies as they group together, because you choose when they explode.



2

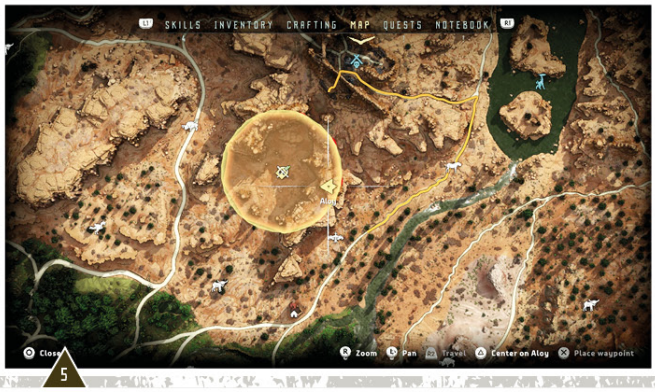
THE NOTEBOOK



3 From the Main Menu, press R1 to highlight the 'Notebook' tab to access this useful sub-menu.



4



5



6

The Notebook holds a variety of information on machines you've encountered, the collectable items and Datapoints you've acquired, and general statistics related to your progression through the game. Here we'll take a quick look at the various things it tracks. **[→▢ 3]**

Machine Catalogue

The Machine Catalogue contains entries detailing the appearance, behavior and weaknesses of every machine in the game, as well as the Cauldron where each machine's Override can be obtained and any loot dropped by that machine. Scanning a machine with the Focus will add its entry to the Catalogue, so be sure to scrutinize every new machine you encounter in order to fill out this section of the Notebook. Check out the Hunting Guide chapter for a deep dive into how your mechanical prey function **[→▢ 4]**.

Collectables

Collectables in Horizon Zero Dawn is a term that collectively refers to Metal Flowers, Ancient Vessels, Banuk Figures and Vantage Points **[→▢ 5]**. The Notebook's 'Collectables' tab shows which of these items you've already acquired and how many pieces are still missing from each set. There are three sets of each of the four types of Collectables, and once you've completed a set you may trade them in (with the exception of Vantage Points) to one of the specialized merchants in Meridian. Doing so rewards you with a Treasure Box (see P.578). For more detailed information on Collectables, there's an entire Notebook chapter starting on P.506.

Datapoints

Datapoints are scraps of information which may serve as clues pointing the way forward or provide background exposition on the world of Horizon Zero Dawn. They can be found in the form of text logs, audio recordings, holograms or occasionally handwritten notes. In this section of the Notebook, you may review any Datapoints you've already located and see how many still lie undiscovered **[→▢ 6]**.

Game Progression

The 'Game Progression' tab tracks your total game completion based on the percentage of Quests and side activities you've completed, Collectables and Shadow equipment you've obtained, and Machine Catalogue entries you've unlocked. Many of these metrics are tied to Trophy requirements, so this section of the Notebook can be helpful for determining how close you are to earning certain Trophies. If you want to find out exactly how much quests, activities or simply upgrading your gear is worth towards you progression, please refer to P.599.

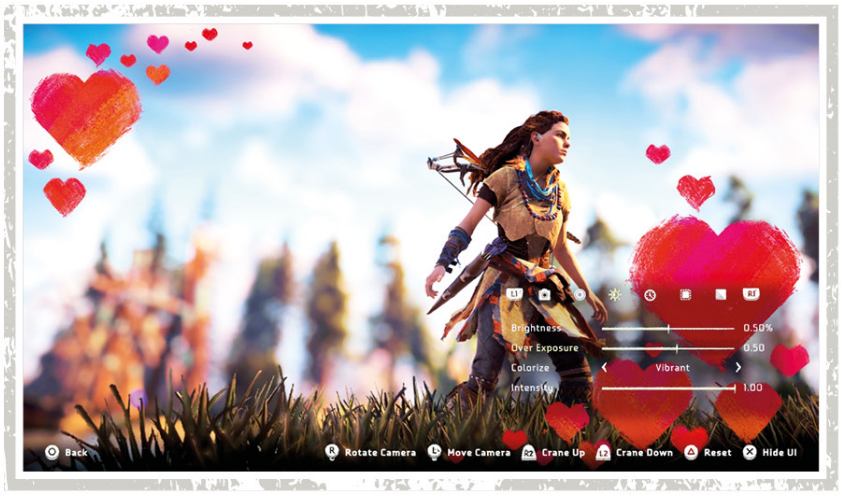
Statistics

Much like the 'Game Progression' tab, this section of the Notebook monitors a miscellany of statistics such as the number of enemies and animals you've defeated, the number of critical hits and Silent Strikes you've performed, and the number of Campfires you've lit. The primary difference is that with the notable exception of Silent Strikes, most of these metrics are unrelated to Trophy requirements.

Photo Mode

The 'Photo Mode' feature is used in conjunction with the PlayStation 4's Share button for capturing custom screenshots. Activating Photo Mode via the Options Menu provides increased control over the in-game camera as well as access to a variety of filters, overlays and color balance settings **[→▭ 1]**. When you've adjusted these parameters to your liking, simply press the Share button and select the 'Screenshot' option to save the image (or hold the Share button for a couple of seconds for a quicker way to get the same result).





Option	Function
Field of View	Expands or narrows the camera's viewing angle, adjusting how much of the game world is visible in the scene.
View Roll	Rotates the camera on a longitudinal axis, tilting its view to either side.
Hide Player	Turning this option on will make Aloy and her shadow invisible.
Depth of Field	Limits the camera's range of focus to a specified distance from Aloy, causing everything outside that range to appear blurry. Sub-settings for adjusting focus distance and lens aperture size will appear if this option is turned on.
Brightness	Increases or decreases the overall levels of light picked up by the camera.
Over Exposure	Adjusts the camera's balance of highlight and shadow.
Colorize	Applies a variety of color filters to the scene.
Intensity	Adjusts the intensity of the color filter selected with the 'Colorize' option.
Time of Day	Dynamically adjusts the time of day in the scene, including shadow angles and ambient lighting.
Overlay	Applies a variety of color and texture overlays to the scene.
Border	Applies various borders, frames and artistic patterns to the scene.
Small Logo	Displays a small Horizon Zero Dawn logo in various locations onscreen.
Vignette	Darkens the borders of the scene while brightening the center. Sub-settings for vignette size and intensity will appear if this option is turned on.
Film Grain	Applies a film grain overlay to the scene, adding a nostalgic photo film texture. A sub-setting for adjusting the texture's intensity will appear if this option is turned on.



Exploring & Navigating

This section covers everything you might need to know when traversing Horizon Zero Dawn's world and tackling its many quests and activities. You'll find information on navigating, scanning, item management, quest types and much more on the pages that follow.



Learning to Focus

The Focus is an augmented reality device that gathers and processes data from the surrounding environment, displaying its assessment as a hologram visible only to its wearer **[→▭ 2]**. It offers a variety of functions such as scanning Datapoints, marking targets and tracking their movements, highlighting enemies' patrol routes and weaknesses, and detecting trails left by humans and machines. The Focus' ability to see the unseen makes it one of Aloy's most invaluable assets and you'll be constantly relying upon it throughout the game, so consider setting aside some time after the opening sequences to familiarize yourself with its features.

To toggle the Focus interface on or off, press R3. Beware that while the Focus is active, Aloy's movement speed will be reduced to a crawl and she will be unable to access the Weapon or Tool Wheels; if she is attacked in this state, initiating an action such as rolling or aiming will instantly deactivate the Focus and revert to the default HUD. Bear this in mind while approaching enemies or traversing dangerous areas in order to avoid being caught off guard.

Focus Overview

No.	Element Name	Data Displayed
1	Target	Name and affiliation of the currently-highlighted target.
2	Enemy Level	Level of hostile units. Indicates combat strength.
3	Cauldron Icon	Cauldron associated with a targeted machine.
4	Component Data	Name and weaknesses of highlighted enemy components.
5	Reticule	Current target. Reticule turns green to show scan progress.
6	Track	Trails of clues (during quests) and patrol routes of enemies with fixed movement patterns (while sneaking). Only applies to enemies with preset paths.
7	Available Actions	Action prompts for marking paths and Tagging enemies.
8	Tag	Markers manually assigned to any potenital combat target.



Reticule

The Reticule is shown as a small ring at the center of the HUD. With the Focus active, hovering the reticule over a targetable human, machine or object will scan that target and display any available data in a log window. Scanning targets is a brief process but does still require time; the Focus will indicate its progress by gradually encircling the reticule with a green highlight, and will abort the scan if the target leaves the reticule or moves out of range.

Scanning Datapoints

When scanning Datapoints that contain audio logs or holographic recordings, a △ prompt will temporarily appear onscreen; pressing the button when prompted to do so will immediately play the uncorrupted portion of the log without requiring you to access it via the Main Menu. Likewise, scanning Datapoints that contain text files will display a Touchpad prompt which, when activated, will automatically open the Main Menu and immediately display the Datapoint's contents. Scanning any Datapoint for the first time will permanently add it to the 'Datapoints' submenu, where it can be accessed any time. **[→▢ 1]**

Scanning & Highlighting the Environment

Completing Quest objectives will often require you to scan Aloy's surroundings for clues that would be difficult or impossible to discern with the naked eye. In these instances Aloy will comment that her Focus might reveal something important, at which point you'll need to activate the Focus and search the area for anything out of the ordinary. During this phase you'll generally be looking for two things: conspicuous objects, or signs of recent disturbances in the environment. Objects will often, but not always, be brightly highlighted in green; Tracks (disturbances such as footprints, vehicle tracks and trails of blood) will be indicated by a tight cluster of purple triangles surrounded by an aura of the same color.

Hovering the Reticule over Quest-related objects or Tracks will automatically scan them and update your objectives accordingly; however, note that Tracks must also be manually highlighted by pressing R1 when prompted to do so. Once you have highlighted a Track, it will remain marked even after deactivating the Focus; use this to follow Tracks unimpeded by the Focus' movement penalty.

Scanning, Tagging and Highlighting Enemies

To scan a hostile human or machine, activate the Focus and hover the Reticule over your target for a few seconds. When the scan is complete, a window containing data on that enemy will appear in the Focus interface. Using the Focus leaves Aloy vulnerable, so it's best to scan hostile units from a safe vantage point that provides at least a patch of tall grass in which to hide (and ideally a more solid form of cover from line-of-sight detection and ranged attacks). Scanning a machine will also highlight all of its destructible components, and they'll remain highlighted for a short period even after deactivating the focus.



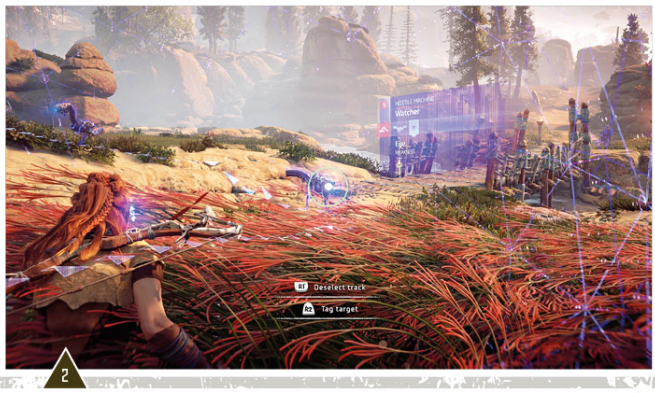


An entry will be added to the Machine Catalogue when you scan a machine for the first time.

Pressing R1 when prompted while hovering the Reticule over an enemy will place a small Tag marker above them. These markers are visible through solid objects and remain active even after closing the Focus interface, allowing you to track the locations of enemies outside your line of sight; however, beware that Tags have limited range and will disappear if their target moves too far away from Aloy. When a Tagged enemy leaves your field of view, the associated marker will display a small arrow indicating the direction of that enemy relative to your current compass heading.

Making Tracks

If an enemy follows a predetermined path, its route and movement direction will be shown as a Track (a continuous loop of white arrows) when scanned with the Focus. While hovering the Reticule over an enemy, pressing R1 when prompted will highlight that enemy's Track even after deactivating the Focus, allowing you to monitor its position with greater ease. While this tactic can help you avoid undesired confrontations, remember that many enemies do not follow preset movement patterns and therefore have no Tracks to highlight. **[→▭ 2]**



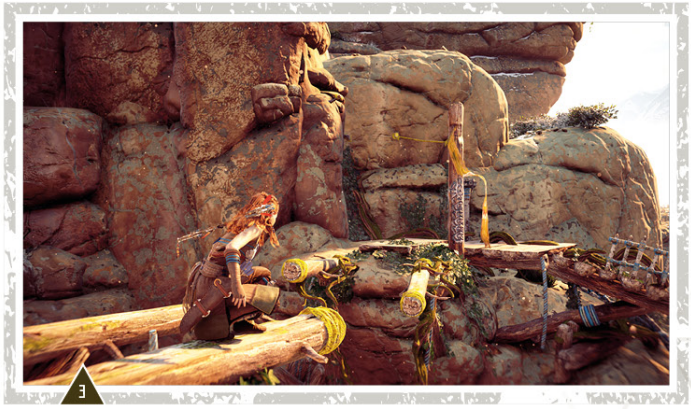
2

MOVEMENT

Aloy's movements are controlled entirely from the third-person perspective. In addition to simple actions like walking and jumping, she can also perform more complex and acrobatic techniques such as sliding down inclines with a weapon held at the ready or swimming just below the surface of a river or lake to avoid being seen by enemies. Many of Aloy's Skills can only be used during certain types of movement, such as performing 'Silent Strike' while Crouching or firing weapons while traversing tightropes using 'Balanced Aim.' Each movement type serves a range of purposes from scaling cliffs and navigating rough terrain to avoiding enemy attacks, and overcoming the obstacles ahead of you will require mastery of every one **[→▭ 3/4]**.

Movement Overview

Option	Function
Walk, Jog	Basic movement. Tilt the Left Stick lightly to Walk or further to Jog.
Sprint	Swift, sustained movement. Press L3 while moving to toggle Sprinting on or off.
Slide	While Sprinting, press ◻. Sliding down sloped terrain will extend the duration. Weapons can be aimed and fired while sliding, and doing so with the 'Hunter's Reflexes' will also slow down time. Pulling back on the Left Stick will cause the slide to stop prematurely.
Crouch	While standing, press ◻. Decreases visual profile and noise generation while moving, which can be further enhanced with the 'Low Profile' Skill. Enables hiding in tall grass.
Jump	Jump by pressing ⊗. Used for crossing gaps and reaching high ledges. Can be performed while sprinting for a slightly longer Jump, or while Crouched. Weapons can be aimed and fired while jumping, which is made easier with the 'Hunter Reflexes' Skill because it will slow down time.
Fall	The 'Silent Drop' Skill eliminates the noise generated by hitting the ground after a fall. Aloy will take damage from falls longer than 8 meters. Fall damage scales linearly from 8m (no damage) to 15m or higher (instantly lethal).
Roll	Evasive maneuver with limited invulnerability. Perform by pressing ◯. A longer roll can be performed by holding ◯ if you have the 'Dodge Prowess' Skill. Can be used for faster Crouched movement with very little noise after learning the 'Low Profile' Skill.
Swim	Occurs automatically when entering deep water. Trying to swim through fast moving water will be more difficult due to the strong currents.
Sprint Swim	A stronger, faster stroke. Toggle by pressing L3 while swimming. Cannot be performed while Stealth Swimming.
Stealth Swim	Swim below the water's surface, evading detection. Activate by holding ◻. Can only be sustained until the oxygen meter depletes. Cannot be performed while Sprint Swimming.
Climb	Jump toward ledges with conspicuous coloration to grab and hang. Press the Left Stick forward to climb onto the ledge. Press ◻ to drop back to the ground. Perform the 'Strike from Below' Skill with R1 while hanging.
Rappel	Press △ when close to one of the distinctive V-shaped Rappel Points to quickly descend from high perches using a grappling hook.
Brave Trail	Acrobatic pathways marked with yellow ropes created by hunters to allow easier access along difficult terrain. Navigate your way along the trail using the Left Stick, and if you want to fire from the log bridges or tightropes, you'll need the 'Balanced Aim' Skill.
Ride Mount	Tap ⊗ to accelerate, tap ◯ to decelerate, or hold it to stop immediately, and pressing △ will let you dismount.


3


4

Movement Speeds – Child Aloy

Movement Type	Speed
Standing	2.6
Crouching	1.7
Sprinting	4.13
Stopping Distance	0.3

Movement Speeds – Adult Aloy

Movement Type	Speed
Standing	4.1
Crouching	2.8
Sprinting	6.2
Swimming	1.75
Sprint Swimming	3.5
Stopping Distance	0.5

Movement Speeds – Mounted

Top Speed	Speed
Roads	12
Off-road	9

*All speeds measured in meters per second.

Mount Up!

After completing the Quest 'Womb of the Mountain,' your new Spear upgrade will allow you to Override some machines. Among these are the Strider, Charger and Broadhead, which can all be mounted when Overridden. To mount one of these Overridden enemies, either press △ when close to it, or simply jump onto its back. Once you're on your mount, tap ⊗ to speed up or ○ to slow down; holding ○ will cause you to stop immediately. Pressing △ again dismounts, and you can call your mount back again using ↓ on the D-Pad when the 'Mount' icon is selected.

Your mount will maintain its running speed for a while once it gets going, so once you've reached top speed there's no need to keep pressing ⊗. It will also automatically try to follow paths if you don't adjust the direction its heading in, but its ability to do this is lessened the faster it's going. You can fire your weapons while mounted, but can't carry or use Heavy Weapons. Using the mount's ability to auto-follow paths leaves you free to focus on aiming your weapon during combat, and you also have access to the mount's attacks by pressing R1 or R2, though just running into an enemy will deal damage to it.



2

Navigation

The in-game menus and HUD provide a variety of navigational tools to ensure that you're always headed in the right direction at the right time **[→▢ 1]**. You'll often want to use the Map, Compass and Waypoints in order to reach your next objective, and you can make the process far easier and more convenient by taking advantage of the Fast Travel and Campfire systems. Finally, take the time to familiarize yourself with the icon legend in order to make the best use of the Map and Compass.


1

The Map

To view the Map, press the Touchpad to open the Main Menu; the 'Map' tab will be displayed by default. Initially, every area of the Map outside of The Embrace will be obscured by fog, which will disappear as you explore the game world. Locating and overriding Tallneck-type machines will instantly remove large patches of fog from predetermined sections of the Map, although this can also be accomplished manually through direct exploration of the associated areas. As you cover new ground, you will be notified by onscreen messages when you approach any points of interest such as Campfires, Machine Sites, Hunting Grounds, Settlements, Cauldrons, Corrupted Zones and so on; once discovered, these locations will be permanently marked on your Map. **[→▢ 2]**

Icon Legend

Icon Name		Description
New Quest		Indicates the location of a Quest that has not yet been accepted.
Quest Waypoint		Markers indicating the locations of Quest objectives.
Custom Waypoint		Player-assigned markers. Add or remove these with ⊗.
Campfire		Save points and Fast Travel destinations. While loading a Save file from the menu does restore your Health, Quick Saving and continuing will not.
Merchant		Merchant shops. Each Merchant carries a different inventory.
Settlement		Inhabited areas of all sizes. Quests and Merchants can be found here.
Machine Site		Locations populated by specific species of machines. Ideal for hunting.
Cauldron		Ancient facilities that manufacture machines and store Override codes.
Tallneck		Giant, non-hostile machines that collect and store geographical data.
Corrupted Zone		Contaminated zones overrun by powerful Corrupted machines.
Bandit Camp		Universally hostile enemies. Camps become Settlements when cleared.
Vantage Point		Geocache boxes containing holographic images of the Old World.
Ancient Vessel		Mug-like relics of unknown use sought by a merchant in Meridian.
Metal Flower		Reforestation devices sought by a special merchant in Meridian.
Banuk Figure		Cultural artifacts sought by a special merchant in Meridian.

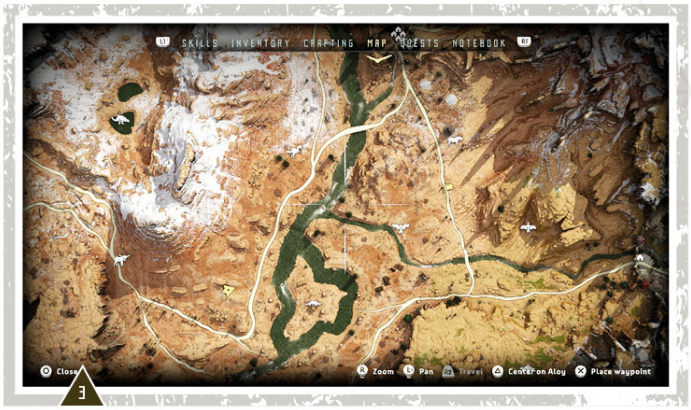
COMPASS

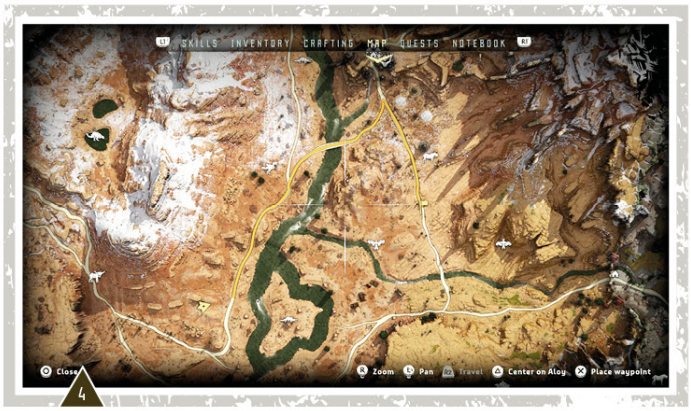
The Compass is prominently displayed at the top center of the HUD. It indicates the camera's (not Aloy's) current heading and displays the Map icons of any nearby points of interest. To orient Aloy toward any of these markers, adjust the camera until the desired icon appears directly above the dot at the center of the Compass. A text tooltip will appear beneath the Compass confirming the objective or activity associated with the targeted Icon; if this is the correct destination, simply travel forward while keeping the icon centered in the Compass. Of course, you may be unable to travel to your destination in a straight line due to impassable terrain; in these situations you'll need to find a way around the obstacle and recalculate your path to your destination on the other side by centering the Compass on the desired icon again.

WAYPOINTS

Waypoints are Map icons that indicate the locations of Quest objectives. In addition to Quest-related Waypoints which appear automatically based on your game progression, you may manually place a single Custom Waypoint at any location on the Map to assist you in navigating to that spot. All Waypoints are displayed both on the Map and in the Compass, so you can always open the Map to cross-reference your location and heading if you lose your way while following a Compass icon.

If the 'Quest Pathfinding' setting in the Options Menu is turned on, the game will attempt to calculate the shortest road routes from your current location to any active Quest Waypoints. These routes will be clearly highlighted on the Map as bright yellow lines, and the Compass will use a series of Waypoint markers at regular intervals to gradually guide you along the indicated paths. If the 'Quest Pathfinding' setting in the Options Menu is turned on the same will apply to your Custom Waypoint as well. However, routes calculated this way only account for travel on established roads; they do not adjust for bushwacking or traversal of undeveloped land, so they may not actually represent the fastest overall paths to their destinations. **[→▭ 3/4]**



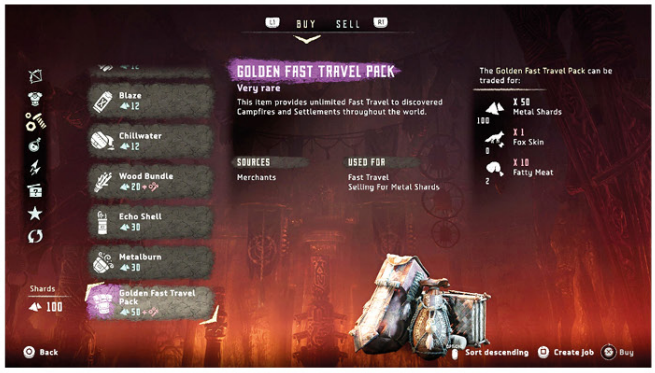


Therefore, you may opt to deactivate one or both of the Pathfinding settings, in which case the Map will no longer display highlighted routes and the Compass will show only the actual location of each Waypoint rather than the 'bread-crumb' trail. Disabling Pathfinding and Waypoint Pathfinding simplifies the Map screen and reduces icon clutter in the Compass, which may prove helpful if you frequently find yourself eschewing roads in favor of cutting through rough-er terrain.

Campfire Stories
The Campfires found at fixed locations throughout the Map serve as save points. If your most recent save location was a Campfire, you will respawn at that location upon death or if you select the 'Restart from Save' function in the Options Menu. You will be notified by an onscreen message when you approach a previously undiscovered Campfire and merely walking past one in this manner will unlock it as a Fast Travel destination, but you must perform a save operation there in order to designate it as a respawn point.

Fast Travel

The Fast Travel system allows you to instantly move to a location you've already visited, reducing transit time and ensuring that enemy encounters won't slow you down. Despite the convenience it offers, however, Fast Travel does come with certain drawbacks and limitations – foremost that heavy reliance upon it for casual travel will reduce your opportunities to gather Resources. Furthermore, a unique Resource called the Fast Travel Pack is required in order to make use of this feature; Fast Travel Packs can be purchased from Merchants or crafted from basic materials, but can be difficult to stockpile early in the game without focused Resource-gathering efforts.



Fortunately, unlimited Fast Travel is available via the Gold Fast Travel Pack, which you can buy at a high price.

The destinations eligible for Fast Travel are also limited, generally based on the location type, but also due to restrictions imposed during certain Quests (for example, Fast Travel outside of The Embrace is restricted during The Point of the Spear Quest). With regards to restricted locations, you may Fast Travel to Settlements, Campfires, Cauldron exteriors and Hunting Grounds as long as you possess at least one Fast Travel Pack or Gold Fast Travel Pack. You may not Fast Travel to undiscovered locations, Machine Sites, Ruins, nor directly to indoor areas such as underground bunkers and Cauldron interiors under any circumstances.

To Fast Travel to a particular location or check its eligibility for Fast Travel, open the Main Menu, hover the Map cursor over the location's icon and press R2. If you have a Fast Travel Pack or Gold Fast Travel pack and the location is a valid target, you will be prompted to confirm that you wish to travel there; if so, select 'Yes' to proceed directly to your specified destination.

Settlements

Settlements are established communities where members of various tribes and cultures reside. While almost completely homogenous in Nora territory, the populations of Settlements in the outlying lands are home to a more colorful and diverse assortment of inhabitants. Settlements range in size and economy; some are large and driven by agriculture while others are smaller and ply skilled industrial trades.

When you approach a settlement you'll often see rocks marked by a painted symbol with a name below it. These act as signposts, pointing the way to the settlement. Aloy's Focus translates the tribal symbol and imposes it on your view. All Settlements serve as safe havens from enemies and nearly all offer Merchant services or Sidequests; you can also expect to find a Campfire at nearly every Settlement you visit, so you may use them as temporary bases of operations should the need arise.


Mother's Heart, the first large settlement you'll visit.



Pitchcliff, an Oseram settlement in the north.

MERCHANTS

Gathering plants and scavenging machine corpses is a great way to stockpile raw materials for consumable items such as ammunition, Potions and Traps, but certain goods such as weapons and attire can only be purchased from Merchants. These shrewd businesspeople can be found hawking their wares in Settlements, Hunting Grounds, conquered Bandit Camps and even remote territories far-removed from populated lands. All Merchants carry certain basic necessities such as equipment, ammunition, consumables, Treasure Boxes and Resources, but their specific inventories and the quality of their merchandise vary between regions and even between individual Merchants operating in the same region.

In general, purchasing consumables and Resources is needlessly expensive and should be considered a last resort unless you're sitting on a fortune in Metal Shards for which you have no other use. Crafting consumable items using Resources gathered afield is far more economical than buying either commodity from a Merchant; rather, you should reserve your Merchant budget mainly or even exclusively for new weapons and outfits. **[→▭ 1]**

In the game's starting areas, Merchants will carry a limited assortment of common equipment with which you'll have no choice but to make do. Although better items will eventually become available from Merchants in distant lands, there are two notable locations within or just outside Nora territory whose resident Merchants carry vastly expanded and superior inventories: the Main Embrace Gate and Daytower Fort. To get your hands on the best gear at the earliest opportunity, seek out these Merchants as soon as their territories become accessible.



1

Special Deals
Be sure to pay a visit to each of the special Merchants in the city of Meridian when you have a chance. In addition to carrying completely unique inventories, these purveyors of esoteric relics will reward you handsomely for bringing them various Collectables such as Metal Flowers, Ancient Vessels and Banuk Figures.



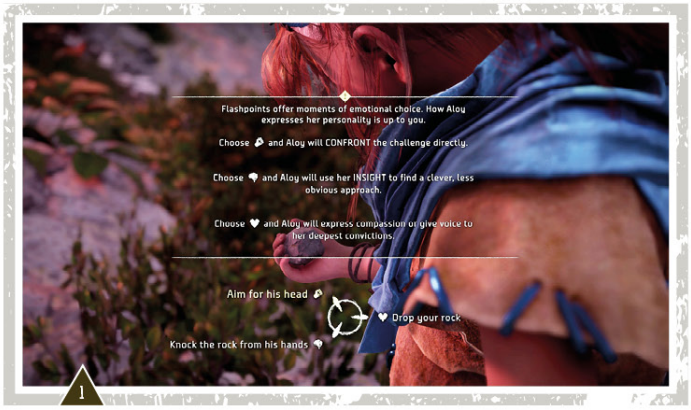
Quests

Quests are the core activities in Horizon Zero Dawn – they provide most of the game's story-driven content. Quests fall under several distinct categories, each with different objectives and rewards; completing them may unlock new abilities, open previously inaccessible areas or advance the game's plot. All Quests grant Experience upon completion and many confer Skill Points as well, so be sure to search any Settlements you visit for people with the New Quest icon displayed above their heads. Note that while the line of Main Quests starts automatically and can be advanced at any time, most other Quests must be accepted manually by speaking to certain NPCs. For a complete walkthrough of every quest, check the Quest Guide starting on P.268.

Flashpoints

Sometimes a conversation with another character will offer you a chance to express Aloy's personality by choosing her response to their question or action. These are called 'Flashpoints' and while they have no real effects on the overall story or the outcomes of character arcs, they give you a chance to add your own consistency to Aloy's character and her interactions. You'll have three options to choose from, representing either a compassionate response, an insightful solution, or a desire for confrontation. Your choice will cause Aloy to reply in the desired manner, triggering an appropriate response from the person you're talking to **[→▢ 1/2]**.

Active Quest
In order for the Map and HUD to display objectives and Waypoints for a particular Quest, that Quest must be set as the 'Active Quest.' Only one Quest at a time may be designated as Active, but you may complete objectives for any other open Quests even if they are not currently set as the Active Quest. To view the current Active Quest, open the Main Menu and navigate to the 'Quests' tab. The Active Quest will be displayed by default and you may change it by opening any of the Quest submenus, highlighting another Quest and pressing ⊗. You may also press ⊗ while highlighting the current Active Quest to deactivate it and hide all associated Map and HUD markers, or ▢ to view a highlighted Quest's current objectives on the Map.





Main Quests

Main Quests encompass the game's primary story arc. The first of these Quests starts automatically when you begin a New Game and progresses directly into the second once completed. The second Main Quest, in turn, progresses directly into the third, and so on until the final Main Quest has been completed. Owing to their constant availability, you may progress Main Quests at your own pace and take a break from them any time you wish to engage in other activities. **[→▢ 3]**





Side Quests

Side Quests are optional activities independent of and often entirely unrelated to the main story arc. Unlike Main Quests, Side Quests must be initiated manually by speaking to NPCs marked with the New Quest icon. Characters offering Side Quests can almost always be found in or near Settlements, although you will occasionally cross paths with them elsewhere as well. Apart from these differences, Side Quests work in exactly the same way as Main Quests. **[→☐ 4]**



Errands

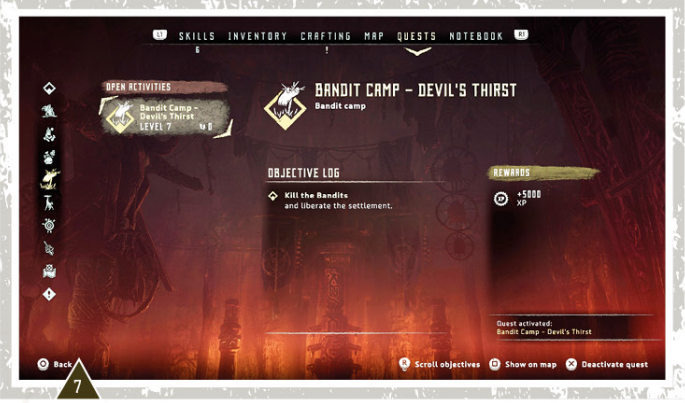
Errands encompass a variety of straightforward Quests that typically involve procuring requested items or defeating specific enemies. Activities in this category are generally less complicated than Side Quests and tend to have fewer objectives, but otherwise function in the same way and must still be manually initiated by speaking to NPCs marked with the New Quest icon. **[→☐ 5]**



Bandit Camps

Bandits are an ever-present threat in the lands outside The Embrace, and their fortified encampments can be found throughout the territories from Devil's Thirst and beyond, wherever a pillar of smoke rises into the sky. When the hordes of savages holding these positions are eradicated, however, the sites will be occupied by displaced citizens of established tribes; from this point onward they function as friendly Settlements complete with their own Campfires and Merchants.

Although Bandits are universally hostile to every other faction and can sometimes be seen facing down machines, Carja soldiers and even Eclipse cultists while traveling afield, their isolated strongholds are protected by high walls and improvised alarms which render them largely impregnable and deter large-scale attacks. While mounting a frontal assault on these fortifications is technically an option, sneaking in and quietly picking off the inhabitants one at a time is always safer – particularly on higher difficulty settings when being outnumbered poses exponentially greater danger. For more information on the layout of each Bandit Camp, its location and the recommended conquest strategy, please refer to P.442. **[→☐ 6/7]**



Tallnecks

The Tallneck is a unique class of unarmed but heavily-armored machine designed to conduct topographical scans of its surroundings and transmit the telemetry to other machines. Tallnecks resemble towering giraffes with large, disc-shaped heads and can only be found in a few locations throughout the world. Assuming you don't spot their conspicuous silhouettes at a distance, Aloy's Focus will detect an 'Unknown Signal' when you enter a Tallneck's transmission range. Activating the Focus while it is picking up this signal will show a pulse effect indicating the source of the transmission. **[→▢ 1/2]**

Upon locating a Tallneck, you must find an elevated location from which to jump onto its back and scale its neck. After reaching a Tallneck's head, overriding the machine will instantly remove any remaining fog from that area of the Map and reveal any Machine Sites in the vicinity. Tallnecks are completely invulnerable to all forms of damage and will make no attempt to harm Aloy, but they tend to patrol areas populated with hostile humans and machines which must be avoided or eliminated before you can make a safe approach.

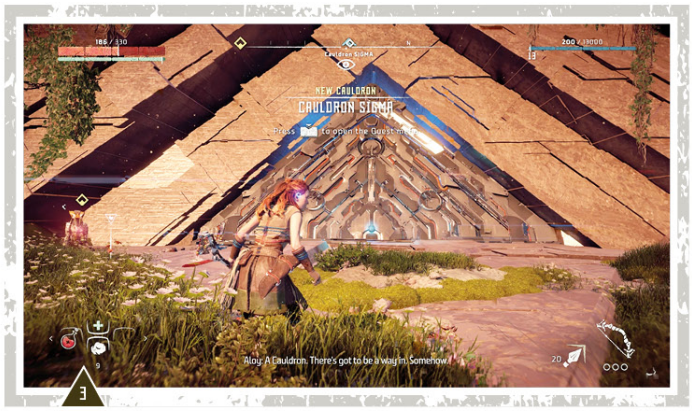


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Cauldrons

Cauldrons are ancient subterranean manufacturing plants where new machines are fabricated. These fully-automated facilities were designed to operate without human interference, and as such they are protected by an especially high degree of mechanized security. Despite the dangers, however, successfully infiltrating a Cauldron and accessing its Core databanks will provide Aloy with the schematics necessary to Override all of the machines produced at that Cauldron. The advantages of overriding the more powerful machines cannot be understated, so it is in your best interest to prioritize clearing each Cauldron at the earliest possible opportunity. Check out the Progression Chart in the Quest Guide Chapter for more on when to tackle each Cauldron. **[→▢ 3]**



3

Corrupted Zones

Corrupted Zones are patches of land stricken by localized outbreaks of a mysterious virus known only as 'Corruption.' Corruption affects flesh and metal alike; machines become far stronger and more aggressive when Corrupted, and contact with affected ground will rapidly eat away at Aloy's Health. Prolonged exposure to these conditions and being hit by certain attacks from Corrupted machines will build Aloy's Corruption Severity and eventually inflict the lethal Corruption status. Each Corrupted Zone is inhabited by a group of Corrupted machines which must be destroyed in order to neutralize the viral effects in that area. These locations are labeled according to the average level of the enemies found in each zone, so pay close attention to the onscreen notification when you first discover a Corrupted Zone and make a careful assessment of the potential threat before you commit to an attack.

TUTORIALS

Each time you acquire a new weapon, its corresponding Tutorial will automatically be unlocked and added to the Main Menu's 'Quests' tab under the 'Tutorials' heading. Tutorials are far more simplistic than proper Quests and essentially serve as introductions to the weapon that highlight their strengths and uses. You may complete Tutorials at any time using the associated weapon.

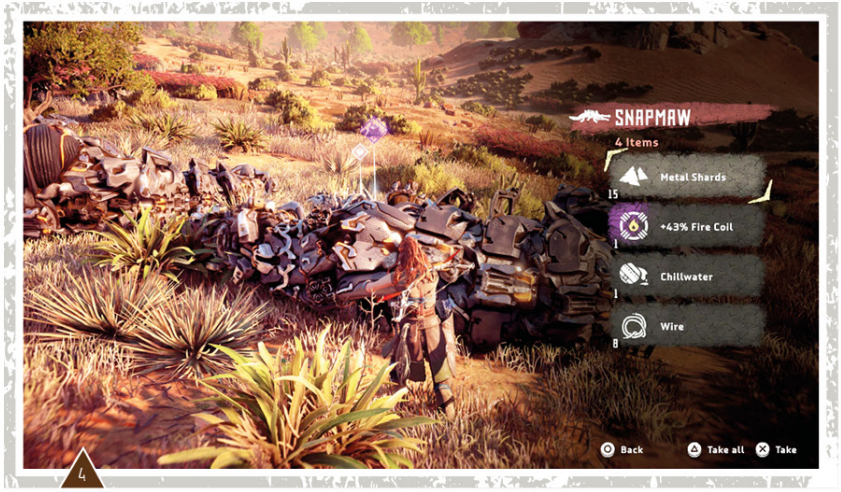
Jobs

Jobs are player-designated objectives which use the Map and HUD to guide you to the items required for various crafting recipes. Strictly speaking, Jobs are not full-fledged Quests; they simply borrow Quest markers as a guide to help reduce the time spent searching for that last Crystal Braiding you need to purchase your Heavy Oseram Ironbreaker Outfit. While highlighting any Crafting recipe or Satchel upgrade in the Main Menu's 'Crafting' tab, press ▢ to turn the list of required materials into a temporary set of Waypoints which will appear on the Map and in the HUD as they would during a real Quest to lead you to the required items. If the 'Quest Pathfinding' feature in the Options Menu is set to 'On,' the Map will also display road routes to the nearest locations at which the requisite items can be procured.

While Jobs can prove quite helpful for tracking down machine components, beware that they have a key limitation: they cannot guide you to locations inhabited by individual species of wildlife; only to Merchants and Machine Sites. If you attempt to set a Job whose recipe requires organic material such as meat, bones or hides, only the machine components in that recipe will be shown on the Map. Despite this drawback, however, there are still certain locations where particular animals can be found in abundance; find out more about wildlife on P.266.

ITEMS & LOOT

Gathering wood and harvesting plants aren't the only means of acquiring Resources – in order to keep Aloy properly armed and outfitted, you'll need to do your share of hunting, scavenging and crafting. When you defeat an enemy or kill an animal, the loot icon will appear above the carcass to indicate that it holds items. You can take these by approaching your downed prey and holding △ when prompted. This will open the Loot Menu, which lists the items remaining and indicates the rarity of each one according to a four-tier color scheme. **[→▢ 4]**



4

You can only take what will fit in your remaining inventory space, so be sure there's enough room in the Satchels before embarking on a hunting expedition, or your hard-earned loot could end up going to waste. While most items acquired through looting are carried in the Resources Satchel, humans may also carry Potions or Traps which will require free space in their respective Satchels. For this reason, consider focusing on upgrading your Resources Satchel before any of the others – after all, you can always craft more ammunition as long as you have the Resources. **[→▢ 5]**



5

Resources

Resources are the raw materials you'll need for everything from crafting your own ammunition and Traps to earning a few extra Shards by selling to Merchants. This category broadly encompasses a variety of items including Metal Shards, plants, machine components, and animal products such as meat and hides. Many Resources have multiple uses or are required for more than one crafting recipe; others will be requested by NPCs during Quests, and some have no direct use to Aloy but can be sold to Merchants for large sums of Shards.

As a rule, take every opportunity to gather Resources and sell only what you can't soon put to use – doing so will substantially reduce the likelihood that you'll run out of ammunition or Healing Potions in the heat of battle, and will also help fund your Merchant purchases. Hanging onto any animal bones or hides you acquire early in the game is especially important since you'll eventually need large quantities of these for upgrading the capacity of your inventory pouches. Your Resources Satchel should be your absolute top priority as it will fill up far more quickly and frequently than any of the others, and nothing is more frustrating than defeating a powerful machine only to find that you can't carry the hard-earned spoils.
[→▭ 1]



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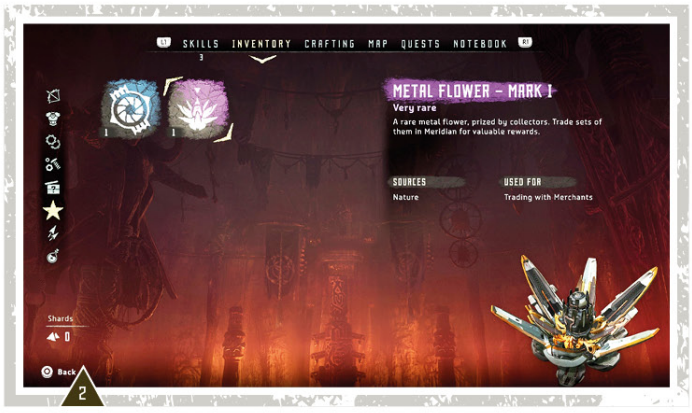
Inventory Management

The items you can acquire are sorted into various categories, and while many of these are obvious, some can be a little less easy to place. The 'Inventory' tab is where you'll find all of the items you've collected, and the 'Crafting' tab is where you can use many of them to make new items. When you're on one of these tabs you'll see a column of icons on the left hand side – these are the categories your items are sorted into (and if any of these has an exclamation mark beside it, that also means there's a new item within that category).

Category: **Weapons** Default Space: **5**	Category: **Treasure Boxes** Default Space: ∞
Category: **Outfits** Default Space: **5**	Category: **Special Items** Default Space: ∞
Category: **Modifications** Default Space: **10**	Category: **Ammo** Default Space: **Varies**
Category: **Resources** Default Space: **20**	Category: **Traps & Potions** Default Space: **3**

In the chart above, you can see the initial space available for each category. You can also see these numbers on the bottom left in the Inventory menu, alongside your total amount of Shards. Some categories have very little space and don't allow you much freedom to acquire new items, so (especially early in the game) you'll need to carefully manage your inventory in categories such as Resources and Traps & Potions. This means that upgrading your storage capacity in these categories is very important, and should be one of your first goals. Until you can do that, try not to open any Treasure Boxes when your Resource capacity is low and use your Health Potions instead of the Medicine Pouch, so that you don't waste any items left behind by defeated enemies.

It's also worth noting that any Collectibles you find, such as Ancient Vessels or Metal Flowers, will be stored in the Special Items tab here, but organized under the 'Notebook' tab, and you won't need to worry about managing these. The maps that lead you to these Collectibles, however, are stored only in the 'Special Items' menu, as are many Quest-specific items you'll pick up along your journey.
[→▭ 2]



2

Treasure Boxes
Treasure Boxes are a type of loot container carried in your inventory. They come in many shapes and sizes and can be received as Quest rewards, purchased from Merchants or looted from defeated enemies. Each type of Treasure Box randomly contains one or more items from a predetermined pool, and the specific items in this pool depend upon the type of Treasure Box in question.

You may view any Treasure Boxes in your possession by opening the Main Menu, navigating to the 'Inventory' tab and selecting 'Treasure Boxes.' Opening a Treasure Box will reveal its contents and allow you to transfer them into your inventory in the same manner as using the Loot Menu. Any items you cannot hold will remain in their boxes until space has been cleared for them in the appropriate Satchel, at which point you must finish transferring them manually in order to remove the Treasure Box from your inventory.

CRAFTING

The Crafting system lets you use Resources from your inventory to produce consumable goods such as ammunition and Potions, modify your equipment, or increase your carrying capacity. Each Crafting recipe and Satchel upgrade requires a different set of Resources, some of which are commonly acquired, while others are rare and difficult to source. Most of the items carried in the Resources Satchel are used in at least one Crafting recipe, though a few have no use beyond their value in Shards. To craft items, open the Main Menu and navigate to the 'Crafting' tab, then select the submenu for the item type you wish to craft (such as ammunition, Traps, Potions or Satchel upgrades). Highlight the desired item, check that you have the required materials and hold ⊗ to confirm.

RARITY

Rarity is the measure of an item's worth or usefulness based on the difficulty of obtaining the item – rarer goods command higher value both when sold to Merchants and for Crafting purposes. Carcasses, Resource Piles and other loot containers will be marked with a loot icon, and its color indicates the rarest item in that container. When you open the Loot Menu, each displayed item will be individually marked with a loot icon indicating its Rarity. This is useful when searching for items of a particular type, such as animal skins (which are Rare) and bones (which are Uncommon): if, for example, you need a Boar Bone, simply watch for a green loot icon to appear above a Boar carcass during your hunt.

Color Key for Item Rarity

Color	Rarity
	Uncommon
	Rare
	Very Rare

METAL SHARDS

Metal Shards are the universal currency in Horizon Zero Dawn, accepted without question or complaint by every Merchant in the game. Furthermore, in a uniquely utilitarian twist, Shards are also used in a wide variety of Crafting recipes – particularly for ammunition. Fortunately, nearly every enemy you defeat and every Supply Cache you open will contain at least a few of these valuable fragments, and you can earn many more by selling surplus Resources to Merchants. There is no functional limit to the number of Metal Shards you can carry and, as the old adage says, "you can never have too much money."

SUPPLY CACHES

Supply Caches are inanimate loot containers stashed in a variety of locations throughout the game. These receptacles take different forms depending upon where they are found – in tribal territory they tend to be ornate wooden chests, while those hidden away in ruins of the Old World may be less conspicuous metal crates or, with particular regard to Cauldrons, small luminescent pyramids. While their sizes and contents vary, they will almost always contain a handful of Metal Shards and often a Healing Potion or two, so keep an eye out for them as you explore. **[→▭ 3]**





Basic Combat

Using Your Weapons

Sometimes, rabid machines attack... and sometimes, the only remaining choice is to fight. While Aloy's intellect is at least as sharp as her spear, it won't be enough to get her out of every delicate situation without throwing down, and to this end she has access to a wide variety of standard weaponry as well as a few unconventional gadgets to match. You'll need to choose from these armaments based on both the opponent and the environment, and while a full arsenal offers a respectable amount of tactical flexibility, some weapons will outperform others in certain situations.



1



2

By and large, the equipment you bring to bear in any given situation will depend at least to some extent on which of the game's many enemies stands in your way. Flying enemies such as Glinthawks are exceedingly difficult to hit with the lobbed projectiles from Slings, whereas evasive enemies like Stalkers can be tough to keep in your sights at all and are often easier to defeat by luring them into Traps or Tripwires. At times you may wish to dislodge certain weapons such as Ravager Cannons, or detach valuable Shell-Walker Crates to pocket their contents, in which cases you'll nock a Tearblast Arrow or take aim with the Tearblaster. To make the most of the tools at your disposal, learn each weapon's capabilities and study your enemies' behavior.

Zero Fashion

You'll need to decide what Aloy will wear based on the protection it provides and the particular threat you face. Different Outfits provide different types and levels of defense, and carrying the right attire for a variety of situations can mean the difference between life and death. Secondary though it may be, an Outfit's aesthetic value may also factor into your wardrobe choices – NPCs in different regions will even remark on Aloy's fashion sense according to their own preferences. **[→▭ 1/2]**

Weapon Wheel

Hold L1 to open the Weapon Wheel, which allows you to switch between equipped weapons and craft ammunition on the fly by selecting the desired ammunition and holding ⊗. You may assign which weapons are accessible on the Wheel by opening the Main Menu, navigating to the 'Inventory' tab and selecting 'Weapons'. Keep in mind that not all weapons are effective against every enemy type, so switching out Aloy's armaments in response to the ever-changing threats you'll encounter will go a long way toward keeping her alive. **[→▢ 3]**



3

Melee Attacks

Close-range weapons in Horizon Zero Dawn are limited to the Spear Aloy carries from 'The Point of the Spear' quest onward, which can be upgraded once for a slight damage increase and eventually replaced with a much more powerful Lance. Both of these weapons can be used to perform a succession of light swings by tapping R1 and a heavier sequence of two vertical strikes with R2, as well as any Skill-based attacks such as Silent Strike or Critical Hit. The heavy R2 attacks will knock most human enemies and some small machines such as Watchers and Striders to the ground, enabling a follow-up Critical Hit or further normal attacks. Additionally, several other Skills provide passive boosts to the Spear's attack power, as well as its knockdown capability and Tear damage. **[→▢ 4]**


4

Ranged Attacks

Mid- to long-range weapons constitute the vast majority of Aloy's arsenal, though many are useful even in close quarters and a select few are specifically designed for that purpose. Bows are quite literally the most straightforward of these weapons – their arrows have flat trajectories when the bow is fully drawn and, by learning certain Skills, Aloy can nock up to three arrows at a time. Slings represent another fairly conventional weapon type, lobbing their payloads in a parabolic arc which flattens as the sling is drawn, increasing the projectile's range. Rattlers fire rapid, close-range bursts of small bolts with a wide spread, and the unique Tearblaster strips components from machines at mid range using powerful sonic pressure waves.

Indirect Attacks

Indirect attacks are those carried out through the use of intermediary devices such as Traps and Tripwires, or by causing enemies to attack each other using Overrides (machines only) or Corruption Arrows (humans and most machines). Traps are the most readily-available form of indirect attack and can be placed on the ground in any desired location; Tripwires are placed using the specialized Tripcaster and either explode, set enemies on fire or release an electromagnetic pulse on contact. The Ropecaster functions similarly to the Tripcaster with the exception that rather than placing traps, it is used for tying enemies to the ground and immobilizing them, allowing for a deft escape or a targeted follow-up attack.

Handling

Handling is the combined measure of three separate weapon characteristics: draw speed (for Bows and Slings), reload speed and fire rate. Handling can be augmented on all weapons via Modifications, but some weapons derive more meaningful benefits from this stat than others; it synergizes particularly well with Rattlers and Slings, emphasizing the Rattler's blistering fire rate and significantly improving a Bow's draw and reload speeds. In general, modifications that confer Handling boosts should be reserved for any weapons you wish to fire more quickly.

Damage Types

In addition to the basic damage inflicted by ordinary arrows (referred to in this guide simply as Damage), there are several other damage types which can be inflicted by certain weapons, Traps or environmental sources. Each comes with its own tactical advantages and drawbacks, and each may be used by or against Aloy in combat. Rarer weapons are compatible with wider varieties of ammunition, so upgrade your arsenal whenever possible in order to capitalize upon the range of available options.

Damage Types

Damage Type		Effect on Machines	Effect on Humans
Damage		Reduces Health with no secondary effects.	
Tear		Dislodges components, possibly dealing preset amounts of damage depending upon the severed component.	Heavy knockdown; sends non-elite units flying.
Fire		Deals damage over time based on target's max Health. Forces Corruptors and Deathbringers to expose their Cooling Rods.	Deals damage over time.
Shock		Causes temporary paralysis, immobilizing the target and enabling Critical Hits.	Causes temporary paralysis, immobilizing the target and enabling Critical Hits.
Freeze		Slows the target's movement and increases susceptibility to Direct Damage by up to 200%. Negates additional defense provided by Armor.	Slows the target's movement and increases susceptibility to Direct Damage by 50%.
Corruption		Causes targets to become hostile to all units, including allies. Corrupted machines are immune.	Causes targets to become hostile to all units, including allies. If inflicted on Aloy, deals massive damage over time until it wears off.

Fall Damage

As you might expect, falling from too great a height will hurt you. How far you fall dictates how much damage you will take. Falling deals a flat percentage of the your max Health for falls ranging from 8 meters (0%) and 15 meters (100%, instant death). This also applies to enemies, including many machines, though flying machines are of course immune.

Stealth

The Stealth system enables Aloy to escape detection by enemies and avoid being forced into open combat. This approach offers a variety of situational advantages over frontal assaults on enemy positions, providing a quieter and potentially safer alternative to direct skirmishes. Mastery of stealth gameplay is an integral element of overcoming the challenges ahead, and becomes all the more so as enemy numbers and strength increase; moreover, in certain cases stealth tactics are required for completing Quest objectives. Crouching via ◻ decreases the noise generated by Aloy's movements and renders her less visible at a distance, whereupon entering a patch of tall grass will place her in an undetectable Stealth state that lasts until she breaks cover or takes repeated aggressive actions against nearby enemies.

Stealth Indicator

Concealed	Visible	Auidble
		

The Stealth Indicator depicts an open eye when Aloy is visible and a closed eye when she is concealed. It will also display up to three sets of sound wave icons radiating from the eye to show how much noise is generated by Aloy's movements. Enemies can detect Aloy's presence by both sight and sound, so pay careful attention to the Stealth Indicator whenever staying out of sight is a priority.

Alert Indicators

When an enemy detects a disturbance in its surroundings, it will enter an alert state indicated by the Alert icon. This icon will appear directly above an enemy in any phase of the alert state and its appearance will change according to the enemy's current alert status. If the enemy is located offscreen, the icon will move to the edge of the screen and display a small arrow

indicating the enemy's direction from Aloy. Note that if a Recon-type machine enters the Threat or Combat phases as a result of Aloy's presence or actions, it will instantly place all other nearby machines on alert and reveal Aloy's position to the entire group. Machines alerted by other combatants such as Nora braves will not automatically detect Aloy unless she makes her presence known, so use such distractions to your advantage whenever possible. **[→▢ 1]**

Enemy Alert Phases

Icon	Phase	Enemy Behavior
	Relaxed	The enemy is in a relaxed state and is not detecting Aloy
	Suspicion	The enemy has detected something suspicious and has started focusing on it. The indicator gradually turns yellow as the enemy searches for the location.
	Investigation	The location of the threat has been determined and the enemy will start moving in to investigate. The indicator will gradually turn red as the threat is being confirmed.
	Combat	Enemy has initiated combat with Aloy.
	Search	Enemy Behavior: If the Enemy losses sight of Aloy the indicator will start to turn from red back down to yellow. Once it is fully yellow, it will being searching for her in the vicinity of her last known position. A white timer ring will start to decrease around the indicator showing the remaining duration of the search.

Moving Quietly

Tilt the Left Stick lightly to move quietly at reduced speed, diminishing the noise generated by Aloy's footsteps. Pay close attention to the Stealth Indicator – if it displays even a single set of sound wave icons, you're moving too quickly and risk alerting nearby enemies. Remember that even while moving quietly, you can still give yourself away by taking louder actions such as Rolling, Jumping or performing melee attacks.

Tall Grass

Aloy is completely undetectable while Crouched in tall grass as long as no enemies have been alerted to her presence. While concealed in this manner Aloy may draw enemies to her current location with the 'Lure Call' Skill and perform the 'Silent Strike' Skill to destroy (or severely damage) passing enemies from the cover of the grass. She can also throw Rocks to attract enemies' attention, or lay





Traps while hidden. Beware, though, that while Traps are silent, attempting to place tripwires with the Ropecaster still generates noise and may alert nearby enemies). **[→▢ 2]**

Line of Sight

It's important to note that although Aloy is fully concealed only while Crouched in tall grass, enemies cannot pinpoint her location without a direct line of sight and will be unable to attack until they have established visual contact. As a result, it is possible to avoid detection even outside patches of tall grass by moving slowly to reduce noise and hiding behind objects or terrain that obstruct enemies' view. Furthermore, bear in mind that both human enemies and machines can detect Aloy at far greater distances by sight than by sound.

In general, high ground provides the greatest offensive advantages – from elevated positions Aloy can take shots at enemies and immediately retreat from the edge of her perch, preventing hostile units below from establishing a line of sight to her position. On the other hand, when your goal is to avoid combat altogether, any visual obstruction will suffice, as long as its dimensions allow Aloy to remain completely out of sight.





HUNTING GUIDE

Aloy has been training all her life to survive in the overgrown wilderness that Earth has become. It is not the empty kind of wilderness, though; it's teeming with hostile mechanical creatures that will make easy prey of anyone who goes exploring unprepared. Against these technological apex predators, surviving is not enough – it's hunt or be hunted. Let's learn how to track and kill even the mightiest of them.

KNOW YOUR TERMINOLOGY

A weapon's attributes define the amount and type of damage it deals, the speed with which it is drawn and reloaded, and how quickly it increases an enemy's elemental severity meter with a single hit. These attributes differ by weapon type and are further affected by Modification Coils, so pay close attention to them when modifying your weapons or deciding which weapon to use against a particular enemy. The following section provides explanations of the terms that are used throughout this chapter so that you can become familiar with them before continuing.

SEVERITY

Severity is a general term for the build-up of status ailments on enemies. It applies to Fire, Freeze, Shock and Corruption attacks, and the potency of those attacks is reflected by these respective values on a weapon's status chart. For example, a weapon with a Fire value of 100 will build up an enemy's Burn severity twice as fast as one with a Fire value of 50.

When looking at enemy defenses, you will often see an elemental severity threshold value, and the numbers shown there directly correspond to the values shown for the weapons. So if your Freeze attack has a value of 25, and the enemy you're attacking has a Freeze severity threshold of 75, you'll need to hit it three times to apply the status. Severity Thresholds are not limited to elemental statuses; they are also used to show how easy machines are to knock down with explosives, for example, or to trip up while they're sprinting.

When an enemy is hit by an elemental attack, the resulting severity build-up is indicated by an icon of the corresponding element, which will appear above the enemy on your HUD **[→▢ 1]**. The Severity Icon will fill with color as the target's severity increases, and will be replaced by the associated Status Icon (Burn, Freeze, Shock or Corruption) when the target's severity reaches 100%. Then, a white ring around the Status Icon will indicate the effect's duration by gradually disappearing as the status wears off **[→▢ 2]**.





HANDLING

The Handling attribute affects how quickly Aloy draws a weapon, recovers from firing a shot, and reloads the next shot. This stat only applies to ranged weap-

ons and its exact effects vary slightly from case to case, with slower weapons generally showing more observable returns on Handling boosts than faster ones. You may improve a weapon's Handling either to compensate for a deficit (as with the Sharpshot Bow) or to maximize a strength (such as that of the Rattler), although some weapons show little if any benefit from increases to this attribute (the Sling and Blast Sling can actually become more difficult to use with higher Handling). Weapons with high Handling tend to synergize well with the 'Concentration +,' 'Fast Reload' and 'Double/Triple Shot' Skills, which can dramatically increase their overall rate of fire.







Damage

Damage refers to the standard physical damage type. Examples include damage inflicted by Hunter, Precision and Hardpoint Arrows, melee attacks, non-elemental explosives such as Blast Traps and Blast Sling ammunition, all Heavy Weapons and certain enemy-specific attacks like the Deathbringer's Swarm Launcher. This type of damage can be used against machine Components, but unlike using Tear, dealing direct Damage will destroy them, leaving behind no Resources for you to salvage. Damage is necessary for disabling certain Components that are not affected by Tear, such as the Bellowback's Gullet and Cargo Sac; it will also eventually penetrate most armor plating, albeit with drastically less efficacy than Tear, and is the only attack type that receives headshot multipliers against human targets. **[→▢ 3]**

Tear

This attack type deals no physical Damage, but instead dislodges Components and armor plating from machines using concussive force, though removing certain Components will also deal fixed amounts of Damage. Tear attacks will cause humans and wildlife to stagger or even send them flying, but their primary use is against machines. Certain machine parts are also unaffected by Tear attacks and must be destroyed using standard Damage instead. The Sharpshot Bow's Tearblast Arrows are Aloy's primary source of this attack type; the Tearblaster serves a similar purpose, but it cannot be obtained until considerably later and suffers a number of limitations that make the Sharpshot Bow a superior choice. Tear also has the added benefit of removing Components intact, allowing you to salvage them in the form of Resources, or pick weapons up and use them. **[→▢ 4]**

Enemy Hit Reactions

Hitting enemies with different types of attacks or while they're performing certain actions can cause them to react in different ways, and knowing how to cause these different reactions will give you a significant advantage in battle. The most common ones you'll encounter are: Stagger, Tumble and Knockdown. Causing an enemy to Stagger means that it will lose its footing momentarily and be taken out of any attack it may have been about to use. In a Tumble the machine will fall over completely and roll over before getting straight back up, and a full Knockdown will make the machine crumple to the ground and be unable to perform any action for a short period of time. While the amount of time an enemy will stay knocked down is fixed, dealing damage to the enemy will reduce that time, and using a Critical Hit will make it recover instantly. **[→▢ 5]**



KNOW YOUR ENEMY

We'll get into specifics of each individual machine and human enemy in the Hunting Targets chapter, but first we'll provide an overview of how the game categorizes them, what your tools for dealing with them are and which less-than-obvious characteristics they share that you might exploit.

Machine Categories

The machines you'll encounter come in various sizes and were made for different purposes, so it makes sense that these are the two ways that the game sorts them – size and purpose – with each sorting method divided into further categories. Here you can see the categories for each method and which machines fit into each one.

Machine Role

Reconnaissance	Acquisition	Combat	Transport
Watcher	Strider	Sawtooth	Shell-Walker
Redeye Watcher	Broadhead	Stalker	Fire Bellowback
Longleg	Charger	Ravager	Freeze Bellowback
	Grazer	Thunderjaw	Behemoth
	Lancehorn	Stormbird	
	Scrapper		
	Glinthawk		
	Trampler		
	Snapmaw		
	Rockbreaker		

These categories give you a sense of what each machine's primary functionality and behaviors are focused towards. Reconnaissance machines are often found patrolling areas around other machines (especially Acquisition types), looking for any potential threats. Acquisition machines focus on gathering natural resources for fuel, and that focus comes at the cost of perception; they'll often have their heads down, allowing you to sneak up on them easily.

Transport machines are employed to carry the resources gathered by Acquisition types between areas, often in the form of convoys that travel great distances along roads, so you'll need to keep a close eye on your map to see if you're running along a convoy route. As their name suggests, Combat machines are designed for pure combat and are a lot more aggressive and dangerous than other types. If you manage to kill every machine within a given category you'll also unlock a Trophy to show that you have bested them all.

While a machine's role dictates some of its behaviors, the size category that a machine falls into is what determines how your attacks will work against it, and what type of loot you'll get from defeating it. A machine's size determines which type of Machine Core a machine can drop with you kill it – Small, Medium or Large – with each size upgrade being worth considerably more when sold to vendors.

Machines in each category also share many of the same thresholds for inflicting elemental status effects or knockdowns; even if you've never faced a certain machine before, if you know what size it is, you can be certain what it will take to inflict a status, since it will be the same as the other machines of that size.

As a point of interest, there is one more category of machine: Communication. The only known resident of this category is the Tallneck.



Machine Levels

On top of the different categories that each machine is grouped into, each one also has their own level, which you can see when you scan them. The enemy's level is used as a general indication of how strong they are, with higher level enemies having a lot more HP and being more dangerous foes than lower level ones. Higher level enemies also give a lot more XP upon killing them, so there is a benefit that comes with the added danger. **[→▢ 1]**

For the most part, each machine that you encounter throughout the game will always be the same level (a normal Glinthawk is always level 18, for example), the only exception to this is when you encounter a Corrupted version, because those are always a higher level than the normal versions. Because machine levels are generally fixed, it is possible for you to encounter machines with a much higher, or lower level than your own, but because the damage you deal to them never changes, no fight is ever impossible. Enemies that are close to your level, however, do have some additional balancing restrictions to ensure that battles are always fair and challenging.

Machine Size

Small	Medium	Large
Watcher	Sawtooth	Behemoth
Redeye Watcher	Trampler	Rockbreaker
Strider	Fire Bellowback	Thunderjaw
Broadhead	Freeze Bellowback	Stormbird
Charger	Stalker	Deathbringer
Lancehorn	Shell-Walker	
Grazer	Longleg	
Scrapper	Snapmaw	
Glinthawk	Ravager	
	Corruptor	

THE HUMAN CONDITIONS

Like machines, the Human enemies you encounter throughout the game also come in different categories and use the same level system as a general guide to their strength. With a few notable exceptions that will be covered in more depth in the Hunting Targets chapter, Human enemies are either considered 'Normal' or 'Heavy/Elite'. You'll be able to tell if a Human enemy is Heavy/Elite or not because the small skull icon that is displayed when you scan an Elite enemy has a ring around it. **[→▢ 2]**





Overridden Machines

Overridden Stat Modifiers	
Damage Dealt	+100%
Damage Received	-50%

Exceptions	Strider, Charger & Broadhead	Stalker
Damage Dealt	–	+60%
Damage Received	-80%	–

At a pivotal point in the Main Quests you'll gain the ability to Override the systems of certain machines and turn them into powerful allies. By seeking out and completing the mysterious Cauldrons throughout the world you'll gain the knowledge to Override more and more different types of machines. To Override a machine you'll need to get close to it while it's in a non-combat state (either unaware of you or incapacitated) and hold down △ when prompted until the Overriding gauge is filled. During the Override process, some of the machine's armor plates will get knocked off as glowing blue cabling works its way through their system, making them easily recognizable in the heat of battle. Corrupted machine, however, are immune to the Overriding process.

With a few exceptions, most Overridden machines take a lot less damage than normal, while inflicting significantly more with their attacks. These extra strengths can make even the lowly Watcher a formidable match for machines that are otherwise much stronger. Normally, most machines are only temporarily Overridden (although this time can be extended indefinitely through Skills), but the status can be ended prematurely if you're not careful with your attacks. Hitting an Overridden machine will reduce the time remaining by 20% of its max value, even if you have the Combat Override + Skill. All attacks are considered equal, so no matter what you use, hitting an Overridden enemy five times will always turn it hostile again.

Corrupted Machines

Corrupted Stat Modifiers			
Total Health	+50%	Severity Thresholds	+50%
Damage	+50%*	Fire Damage + build up rate	+50%
Component/Armor Health &Tear Modifier	+50%		

*Corrupted Behemoth in Main Quest 'The Terror of the Sun' has no damage bonus

Exceptions	Redeye Watcher	Stormbird	Scrapper	Watcher & Strider
Total Health	+100%			
Damage		+10%		
Silent Strike Damage Modifier	+50%		+20%	
Elemental Severity Thresholds			+35%	+35%

Corrupted machines can be found in Corrupted Zones located throughout the world or alongside human enemies during quests. They can be identified by the glowing red cables that cover their body and the areas of corruption they leave on the ground. Visually, these look like circular pools that glow red. Touching these will cause you to take damage and will apply Corruption Severity. If enough severity is dealt, you'll be afflicted by the Corruption status effect.

Corrupted machines cannot be Overridden, share a weakness to Fire, are immune to the Corruption status and are hostile to non-corrupted machines. They use the same attacks as standard machines, but don't exhibit the usual idle routines such as harvesting. Machines that would usually flee the player will instead fight if they are Corrupted. When attempting to fight Corrupted machines, always check if you can lure them towards some normal machines to enlist them as allies in your struggle.

There are two enemies that will always appear as corrupted and do not have a "normal" variant; the Corruptor and the Deathbringer. Both of these have a unique mechanic called Overheat, where dealing fire damage will build up an additional Overheat status ailment. When this effect triggers, the machine will be stunned and expose a component called the Heat Core, which has a very high damage multiplier when hit. Understanding and using this vulnerability is one of the best ways of dealing with these enemies.

ARMOR PLATES



Armor Properties

Machine Size	Health	Tear Severity Threshold
Small	100	35
Small exception 1 – Grazer, Strider, Watcher	100	25
Small exception 2 – Scrapper	100	50
Medium	150	100
Large	200	200

Machines have Armor Plates on various parts of their bodies that absorb 90% of the damage you deal when hitting them. Sometimes these plates are used to cover delicate components or weak points, but they're also a general means of defense that you need to account for when lining up shots. Armor Plates have their own Health and Tear values, independent of the machines normal values, and if you inflict enough damage or Tear severity to them, it's possible to knock them off and expose the unarmored area beneath.

Armor Plates do not protect against elemental severity build-up, however; hit an Armor Plate with a Fire Arrow and it will deal reduced damage, but it will still take the same amount of Fire Arrows to set the machine ablaze. It should also be noted that if you freeze a machine, you'll be able to deal full damage to armor plates for the duration of the effect due to how brittle they become under the extreme low temperature.

Evolutionary Guide

Machine Name	Kills to Evolve	Machine Name	Kills to Evolve	Machine Name	Kills to Evolve
Watcher	5	Trampler	5	Glinthawk	10
Strider	15	Sawtooth	5	Ravager	5
Grazer	15	Shell-Walker	5	Snapmaw	5
Scrapper	10	Fire Bellowback	5	Rockbreaker	1
Redeye Watcher	5	Freeze Bellowback	5	Behemoth	1
Broadhead	10	Charger	10	Thunderjaw	2
Lancehorn	10	Stalker	–	Stormbird	1
Longleg	5				

EVER-EVOLVING MACHINES

The machines in the world are not fixed designs, and as you hunt and kill more of them, they will eventually evolve and adapt by better protecting themselves with additional Armor Plates. These additional Armor Plates work in the exact same manner as the normal ones but cover more of a machine's body, making it harder for you to deal full damage. The number of kills it takes to evolve varies with each machine, but once the evolution takes place, you'll only ever encounter the more heavily-armored variant. This evolution process only works for machines that are still in production, however, so Ancient War Machines like the Corruptor and Deathbringer are unaffected.

Severity Thresholds

One of the most important factors you'll need to be aware of while out hunting is how many shots it will take to apply any kind of status to a machine, and that's where these numbers come in. Many values are shared between machines within each size category, so we have compiled them all here for easy access. Many of these overall thresholds have different sub-limits within them, and reaching each sub-limit will cause smaller reactions in the enemy as you build up to the final effect. **[→▢ 1]**



1

Elemental Thresholds

Elemental Severity Thresholds

	Normal Machines			Corrupted Machines			Humans	
Damage Type	**Small**	**Medium**	**Large**	**Small**	**Medium**	**Large**	**Normal**	**Heavy/Elite**
Fire	75*	150	300	113	225	450	50	75
Freeze	75*	150	300	113	225	450	25	75
Shock	75*	150	300	113	225	450	25	75
Corruption	50	100	150	–	–	–	50	100

*70 for Watchers

Elemental Decay Rates

Size	Severity Lost per Second	Decay Delay
Small	1	6 Seconds
Medium	3	
Large	9	

Applying elemental statuses to enemies is one of the most potent means you have both for controlling fights, and ending them as quickly as possible. There are not many different elemental thresholds between the enemies, and after becoming familiar with the numbers, putting them into practice by learning how many shots you require is a relatively quick process. These numbers are even more valuable once you start taking weapon modifications into consideration, because you'll be able to calculate exactly the amount you'll need to be able to inflict statuses in the fewest shots possible.

Elemental severity is also rather unique in that, if you wait too long while trying to build it up, it will start to decay. In practical terms, what this means is that if you want to apply elemental statuses as effectively as possible, you cannot wait longer than 6 seconds between shots on an enemy - otherwise the severity build up will start to drop off and it will take more shots overall to apply the status. Each time you hit an enemy with an elemental attack it will reset the decay timer, so as long as you keep your shots to within those 6 seconds you'll never see any drop-off. **[→▢ 2/3]**


2


3

EXPLOSIVE DAMAGE THRESHOLDS

Normal Machines

Size	Limit 1	Result	Limit 2	Result	Limit 3	Result	Limit 4	Result
Small	100	Stagger	125	8 sec Knockdown	–	–	–	–
Medium	100	Stagger	200	Stagger	300	10 sec Knockdown*	–	–
Large	100	Stagger	200	Stagger	300	Stagger	400	12 sec Knockdown

*15 seconds for Tramplers

Corrupted Machines

Size	Limit 1	Result	Limit 2	Result	Limit 3	Result	Limit 4	Result	Limit 5	Result
Small	100	Stagger	200	Stagger	225	8 sec Knockdown	–	–	-	–
Medium	100	Stagger	200	Stagger	300	Stagger	400	10 sec Knockdown*	–	–
Large	100	Stagger	200	Stagger	300	Stagger	400	Stagger	500	12 sec Knockdown

*15 seconds for Tramplers

This group of thresholds shows you the amount of explosive damage it takes to eventually knock down a machine, with your primary sources of explosive damage being the Blast Sling, Blast Wires or Blast Traps. The explosive damage threshold differs from the elemental one in that it never decays, so regardless of how long you take to hit an enemy with a series of explosions, it will always take the same amount to knock it down. Because most explosive weapons deal high damage, you can knock machines down quite quickly, and the long knockdown duration gives you a large window to attack the machine with impunity. **[→▭ 4]**



The damage limits you need to reach for a stagger are fairly evenly paced until you get the knockdown, so it's simple to inflict consecutive staggers provided your attacks deal enough damage. With Corrupted machines, it takes more damage to reach your eventual goal of scoring a knockdown, with one more stagger required, but the thresholds for staggers remain evenly paced, meaning your general approach with explosives changes very little.

SPRINTING ENEMY KNOCKDOWN THRESHOLD

Normal Machines

Size	Limit 1	Result	Limit 2	Result
Small	50	Tumble	100	Tumble + 8 sec Knockdown
Medium	75	Tumble	150	Tumble + 10 sec Knockdown
Large	150	Tumble	300	Tumble + 12 sec Knockdown

Corrupted Machines

Size	Limit 1	Result	Limit 2	Result
Small	75	Tumble	150	Tumble + 8 sec Knockdown
Medium	113	Tumble	225	Tumble + 10 sec Knockdown
Large	225	Tumble	450	Tumble + 12 sec Knockdown

During the course of many of your battles there will be times where a machine will try to either sprint away from or towards you, and while they are sprinting machines open themselves up to another method for knockdowns. Regardless of where you hit the machine while it's sprinting, or what kind of damage you hit it with, it's possible to cause a knockdown much faster than through any other means.

Status Effects

Status Effects play a huge role in combat – utilizing these to your advantage will be vital to your success. There are two distinct aspects of status effects; the first is the initial build-up of the effect, referred to as "Severity", which we've already covered, and the second is the actual effect once a Severity Threshold is met. The values shown in the tables below are based on the Normal difficulty setting, and do not take into account any inherent strength or weakness a particular enemy may have. Similarly, the Application Details tables show all of the methods of inflicting a status at their base levels without any additional modifications.

Elemental Clashing

Only one elemental state can be built up at a time, so if you have an enemy at 50% of their Fire severity threshold, and then switch to Freeze, all the Fire build up will be lost and replaced by Freeze. If, however, one status effect has been successfully applied, simply starting to build up a different effect will not cancel it; once you pass the threshold to apply the second status, only then will it cancel and replace the first one. With precise timing of shots and awareness of status effect durations it is possible to manage status effects so that a second one starts the instant the first one wears off.

Fire

Status Details

Enemy Type	Duration	Effect
Small Machine	10 Seconds	50 total damage (5 dmg/sec)
Medium Machine	15 Seconds	180 total damage (12 dmg/sec)
Large Machine	20 Seconds	360 total damage (18 dmg/sec)
Human	3 Seconds	45 total damage (15 dmg/sec)

Application Details

Applied By	Build-Up Per Hit	Build-Up Per Sec.
Fire Arrow	25	–
Fire Bomb	50	10 per second
Fire Wire	160	10 Per second

This widely-used element is the most common enemy weakness, with especially devastating effects on humans and Corrupted machines. Attacks of this type deal Fire damage and build up Burn severity, eventually inflicting the Burn status. As soon as an enemy is inflicted with Burn, not only will they immediately start taking damage, but they will also stagger and be taken out of any attacks they may have been about to start. In the case of Human enemies,



Inflicting the Burn status on a Corruptor or Deathbringer will force these machines to expose their Heat Cores…



…which are highly-sensitive Components subject to a massive damage multiplier if hit with further attacks.

after the stagger they will attempt to put out the flames for the duration of the status and be unable to attack at all.

Once this status is applied, damage is guaranteed and will be dealt without any additional input from you. This effect can sometimes be overshadowed by the other elemental effects against machines, as it lacks the utility of Shock and Corruption, and is outclassed in raw damage potential by the Freeze effect. Its usefulness against human enemies cannot be overstated, however, because not only is it one of the fastest ways of dealing with them in open combat, it is also one of the safest since it stops them from attacking. You can further increase its potential by boosting a weapon's Fire attribute, which will increase both the direct Fire damage it deals and the rate at which its Fire attacks build up Burn severity.

Status Details

Enemy Type	Duration	Effect	Damage Threshold
Small Machine	10 Seconds	Stunned	
Medium Machine	15 Seconds	Stunned	
Large Machine	20 Seconds	Stunned	
Human	3 Seconds	Stunned	

Application Details

Applied By	Build Up Per Hit	Build Up Per Sec.
Shock Trap	150	–
Shock Arrow	25 (30 for the Lodge War Bow)	–
Shock Bomb	50	10 per second
Shock Bolts	5x5	–
Shock Wire	160	–

SHOCK

The Shock effect stuns enemies, rendering them immobile and unable to perform any actions. Only Stalkers and Longlegs are unusually vulnerable to shock, but that does not diminish its utility against other enemies. While the effect itself deals no damage, it does allow you a safe way to focus your attention on specific targets and open new tactical opportunities to you during combat.

When a machine becomes stunned it will fall to the ground, often exposing otherwise difficult-to-hit components. Against fast-moving machines during combat, this will make hitting a component much simpler. For the duration of the effect it's also possible to Override machines, even after having been discovered by an enemy.

You can also perform Critical Hits on shocked enemies, just like after a knockdown, although doing so will end the status regardless of how much time was left. Other than Critical Hits, however, dealing any other kind of damage will not reduce the duration of the effect, which is where Shock significantly differs to other forms of Knockdown. While it may not offer the damage increase of Freeze, it does allow you to inflict a lot of damage of knock off enemy components in total safety for as long as the effect is active. Another option is to use Sticky Bombs on an enemy because you'll be able to plant quite a few on them before they detonate and actually deal any damage. In the case of Shock Traps, Wires and Bombs, the large blast radius also provides an excellent means of incapacitating a large group of enemies for a long a time, allowing you to focus on specific targets while the others remain stunned. You can get creative with your tactics here; we'll outline enemy-specific strategies revolving around the Shock Effect a bit later on.



Shock Bombs have a large blast radius, useful for hitting machines on the move.



Once the machine is shocked, you're free to attack with impunity.

FREEZE

Status Details

Enemy Type	Duration
Machines	30
Humans	15

Damage-Specific Modifiers

Damage Type	Effect
Standard	+200%
Vs Components	+100%
Explosion, Melee, Silent Strike, Critical*	+25%
Heavy Weapon	+38%
Heavy Weapon vs Components	+0%
Vs Humans	+50%
Vs Humans (Explosion, Melee, Silent Strike, Critical)	+15%

*Includes damage from component removal

Application Details

Applied By	Build-Up Per Hit	Build-Up Per Sec.
Freeze Arrow	25 (30 for the Lodge War Bow)	–
Freeze Bomb	50	10 per second
Freeze Bolts	5x5	–

Attacks of the Freeze element inflict direct cold-based damage and build up Freeze severity. When frozen, enemies take significantly more damage from all sources for the duration of the effect, which makes this effect the best means of increasing your raw damage output during combat. On top of the already attractive damage increase, freezing a machine will also render its armor plates useless, meaning you do not suffer any damage reduction at all from hitting them.

Human enemies are extremely susceptible to cold – as well as taking increased damage from all sources, they will also take 3 damage every 3 seconds for the duration. This makes Freeze somewhat overkill on human enemies, but it's crucial for maximizing your damage against strong machines like Thunderjaws and Behemoths. When used in such situations, it's one of the most powerful attack types in Aloy's arsenal. Your ranged weapons see a much bigger damage boost than your Spear, with Hardpoint Arrows and Metal Bolts being especially effective. Finding opportunities to apply this effect and optimizing your damage output is a technique you'll want to practice early and frequently.



Begin applying Freeze as you approach an enemy from a distance with Freeze Arrows...



...and switch to Freeze Bombs for their increased elemental severity when you get close.

CORRUPTION

Corruption is another incredibly strong and useful status effect. When the Severity Threshold is reached, machines and hostile humans will suffer a brief period of incapacitation. After that, the affected enemy becomes hostile to others in the vicinity. Keep in mind, however, that this does not make them friendly towards you. If you're able to apply this

Status Details for Enemies

Enemy Type	Duration	Effect
Small Machine	10 Seconds	Targets will turn hostile to anyone and anything around them.
Medium Machine	15 Seconds	
Large Machine	20 Seconds	
Normal Human	30 Seconds	
Heavy/Elite Human	30 Seconds	

Status Details for Aloy

Damage	Duration	Additional Effects
10 per second	10 seconds	Sprint is disabled

Application Details

Applied By	Build-Up Per Hit
Corruption Arrow	50 (60 for the Lodge War Bow)

effect from distance or without detection, you can effectively thin out groups of enemies without ever committing to a fight.

Even in the midst of combat, creating a couple of additional targets for enemy machines to attack can ease the pressure on you significantly. Machines that you have Corrupted are easily recognizable by the green cabling that encompasses most of their body, where as human enemies only cough up dark green fumes when they're Corrupted, and are much more difficult to identify.

Corruption produces an entirely different set of effects on Aloy than it does on enemies: Aloy will continuously suffer heavy damage while in contact with pools of Corruption left by enemies, and will incur extremely high damage over time if her Corruption severity reaches 100%. On top of the damage you take while under the effects of Corruption, you also lose the ability to sprint, which makes escaping or maneuvering during encounters with Corrupted machines all the more difficult. Melee attacks from Corrupted machines also inflict Corruption severity, making them even more lethal than usual.



Attacks of this type are unique to the War Bow's Corruption Arrows and are not used by any other weapons.



Reinforcing the War Bow's Corruption attribute increases the severity build-up for each shot with Corruption Arrows.

Tied-Down State

Putting machines into the Tied-Down state is only possible through the use of the Ropecaster, but that doesn't make it any less of a versatile combat option. Essentially the Ropecaster grants you a ranged option with which to inflict an extended Knockdown. Once a machine is tied down, it can be completely taken out of a fight for up to 90 seconds if left alone – far longer than by a normal knockdown or stun. Tied-Down machines are vulnerable to all of the same things as stunned machines, which means you can Critical Hit or Override them while they're in that state, though a Critical Hit will also instantly break the ropes. Similarly, the ropes will also break if you apply an elemental status effect to a machine that is tied down. For more details on this unique state, please refer to the Ropecaster's section on P.100.



Bigger machines take more ropes to tie down.

Stagger and Knockdowns

Stagger Details

Size	Stagger during Knockdown Damage Threshold	Explosion Stagger Damage Threshold
Small	50	100
Medium	75	100
Large	150/300	100

Knockdown Details

Size	Damage for Explosion Knockdown	Knockdown Duration	Knockdown Damage Threshold
Small	125	8	100
Medium	300	10	300
Large	400	12	600



The Knock Down Skill will allow you to easily knock down powerful enemies like the Ravager.

Damage to a machine's body with your Arrows, Spear or via an explosion will cause the enemy to stagger, stunning it very briefly and interrupting its actions. In addition, dealing damage specifically to a machine's legs will cause a Knockdown, forcing the machine to the ground and incapacitating it for an extended period of time. The knockdown damage threshold shows you how much damage you can inflict before it will get up again; inflicting any kind of damage will gradually reduce the duration of the knockdown, and once you reach the threshold, the machine will stand up. The one exception to this is damage done via the Critical Hit Skill, because that will always make machines stand up immediately.

While the thresholds for explosive damage knockdowns are consistent between machine size categories, the thresholds for knockdowns from normal damage sources vary by machine, so for those please refer to the Hunting Targets chapter. The multipliers to damage from the game's Difficulty Settings do not affect the threshold value – the number of hits required to cause a Stagger and Knockdown are consistent from Easy to Very Hard. Human enemies differ slightly in that all normal human enemies can always be knocked down in a single R2 hit from your spear, and they will also instantly stagger from a headshot if it doesn't kill them. Heavy and Elite humans, however are totally immune to staggers or knockdowns from those methods.

Machine Components

Almost every machine has several special parts on its body called 'Components'. They come in numerous shapes and sizes, and have multiple uses and effects. Many Components can be removed entirely by dealing Tear damage, allowing you to harvest the corresponding materials without the need to actually kill the machine. Alternatively, some Components can be destroyed outright. Doing so may afflict the host machine with detrimental status effects, or disable different abilities and attacks. Keep in mind that destroying a Component means you will also destroy any materials you'd normally harvest from that part.

Interactive Components

Component Types

Resource	Tech	Weapon
		

Damage Bonuses

Machine Size	Damage Modifier	Removal / Destruction Damage
Small	+50%	50
Medium	+50%	100
Large*	+50%	100

*The chart here shows the general rule for this damage bonus, but there are quite a few exceptions. You'll find the full details in the Hunting Targets chapter.

Every Component that's bolted onto a machine falls into one of three categories based on its primary purpose: Resource, Tech or Weapon. While the specific components within these three categories can vary widely and will be covered within the individual sections for each machine, there are some general rules that apply to all of them. Identifying Components on machines before you fight them is a good practice to get into, because hitting them is often the most efficient means of inflicting damage.

Regardless of what type of Component you hit, your attacks will always deal at least 50% additional damage, and when you either destroy or remove the Component, you'll get an additional flat damage bonus. Some components on machines are much more susceptible to damage; these are known as Weakpoints and will be covered in their own section.

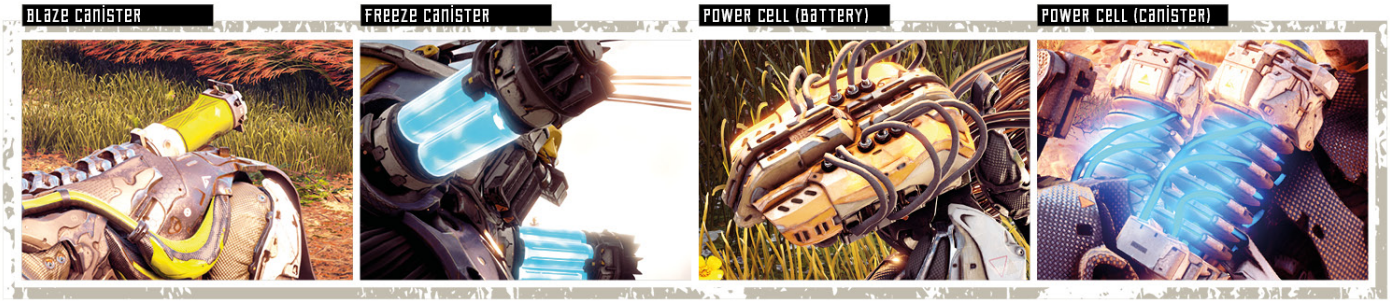


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Specialized Components

Many Tech or Weapon Components typically control a particular ability or attack, and destroying or removing them will prevent the machine from performing those actions. Some of these include weapons which can actually be removed and then picked up and used against them. You can find detailed information on these components within the appropriate enemy's Component section. **[→▭ 1]**

Elemental Canisters



Detonation Details

Machine Size	Fuse Time	Blast Radius	Damage to Instigating Machine	Area of Effect Damage	Area of Effect Elemental Severity
Small	4 Seconds	16m	250	75	150
Medium			300	150	225
Large			500	250	450

There are three components in particular that you'll encounter most frequently throughout the game, the Elemental Canisters, and it's important to be aware of the things that they can do for you. It's worth noting that there are some very slight exceptions to the following descriptions, and in these specific cases we will outline them in detail in the appropriate enemy's section.

The Blaze Canister is probably the most common component found throughout the game. Visually identifiable as a cylindrical canister with a green fluid inside, they are usually small in size but can appear as a substantially larger canister in some cases (specifically the Sawtooth). When struck with a Fire Arrow, the canister will ignite. You'll be able to tell when you've hit this component if you hear a distinct

sound like glass breaking, along with a visual effect that looks as if flames are shooting out of it. After a short delay the canister will explode, setting the host machine on fire while dealing a large amount of damage to it. The blast also damages everything else caught in its radius and inflicts a large amount of Fire severity build up, usually enough to set most other machines on fire as well.

Freeze canisters are visually very similar to the Blaze Canister: a clear cylinder filled with a bright, whitish-blue liquid as opposed to a green one. You'll hear the same sound when this component is hit with a Freeze Arrow, and the visual effect will look like snow is falling from the canister. Like the Blaze Canister before it, this component will explode after its short fuse has expired, dealing full damage to the machine and reduced damage to nearby targets. However, this component will freeze enemies hit by the effect, granting a significant damage multiplier to your Direct Damage.

The Power Cell differs slightly in its appearance when compared to the Blaze and Freeze Canisters. This component is still typically cylindrical in shape, but looks more like a spiraled coil of metal with blue tubing on one end. It can also, however, take on a rectangular form that looks a lot like a very large battery. Shock Arrows are the only things that can be used to detonate these canisters, but unlike the Fire and Freeze versions, the sound upon hitting one is a lot subtler and you shouldn't rely on it as a means of identifying a direct hit. Instead, you'll probably rely on its obvious visual effect, which looks like bluish-white arcs of electricity surrounding the component.



Small plumes of flame will start ejecting from Blaze Canister after it is struck with a Fire Arrow.



Hitting a Freeze Canister produces an effect like a blast of ice.



Power Cells react with an electric effect when struck with Shock Arrows.

EXPLOSIVE COMPONENTS

Detonation Details

Size	Fuse Time	Blast Radius	Damage to Host Machine	Area of Effect Damage	Area of Effect Elemental Severity
Small	0 Sec.	16m	250	75	150
Medium	0 Sec.	16m	300	150	225
Large	0 Sec.	16m	500	250	450

Explosive components are unique components that are only found on a few machines and are essential to their core functionality. Like elemental canisters, if you destroy one it will create a massive explosion, the element of which is determined by the specific component you destroy.

Explosive Components List

Machine	Component	Explosion Type
Longleg	Concussion Sac	Tear
Shell-Walker	Power Generator	Shock
Trampler	Processing Unit	Fire
Behemoth	Force Loader (x6)	Tear
Fire Bellowback	Cargo Sac, Gullet	Fire
Freeze Bellowback	Cargo Sac, Gullet	Freeze
Glinthawk	Freeze Sac	Freeze
Snapmaw	Freeze Sac	Freeze
Rockbreaker	Fuel Sac (x2)	Fire
Stormbird	Lightning Gun	Shock

Destroying these components, however, is not triggered by hitting them with the corresponding elemental type – rather, they can only be destroyed through normal damage, cannot be removed with Tear, and do not react to any elemental effects.

Destroying these components will often have the added benefit of disabling many of the machine's attacks or abilities on top of the large amount of damage you'll inflict. There is also no fuse timer for the detonation when you destroy these components, so you'll get the benefits instantly. Also unlike elemental canisters, these components have visual indicators that increase in intensity the closer they get to destruction. Usually these take the form of increasing amounts of flames and sparks coming off the components, so they're very easy to spot even in the thick of battle **[→▢ 1]**.



Enemy Weakpoints

Enemy	Weakpoint Component	Damage Modifier
All Machines	Eyes	+100%
Exception: Watcher	Eye	+700%
Exception: Corrupted Watcher	Eye	+200%
Rockbreaker	Exhaust Port	+300%
Thunderjaw	Heart	+400%
Thunderjaw	Data Nexus	+250%
Corruptor	Heat Core	+300%
Deathbringer	Core	+400%
	Cooling Rod, Heat Vent, Stabilizer	+100%



Unlike Components and Armor, Weakpoints are areas on a machine's body that cannot be destroyed or removed and will grant a damage multiplier when hit. A ubiquitous example of this would be a machine's eye. In nearly all cases, you'll deal double damage when hitting this Weakpoint compared to the damage you'd deal when hitting a machine's exposed body. Further examples include the Thunderjaw's heart, which is protected under heavy armor plating and lets you deal five times your normal damage, or the more exposed but equally-susceptible Exhaust Ports on the Rockbreaker **[→▢ 2]**. Machines are not the only enemies with weakpoints, however; the heads of all human enemies will also provide you a significant damage bonus upon hitting them.

Antennas

Antenna Details

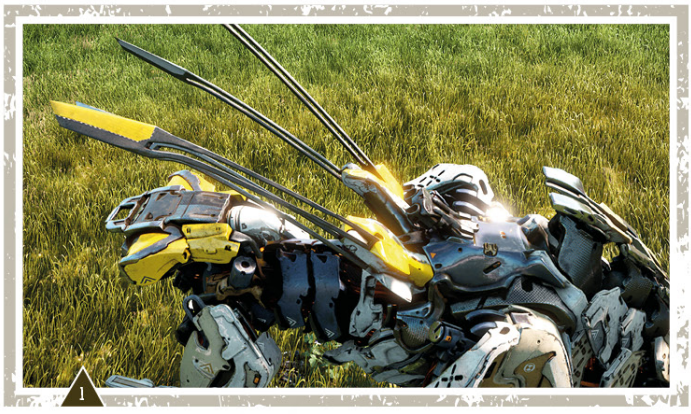
Machine Size	Health	Tear	Damage Bonus
Small	100	50	
Medium	150	100	+50%
Large	200	200	

Machines with Antennas

- Stalker
- Trampler
- Shell-Walker
- Sawtooth
- Ravager
- Bellowback
- Behemoth
- Thunderjaw

The Alarm Signal Antenna on some Longlegs may stand out because of its unique function for calling in reinforcements, but there are many other machines which also sport their own Antennas **[→▢ 1]**. Also unlike the Alarm Signal Antenna, any machine that is capable of having a normal Antenna will always appear with it.

These Antennas do not add any additional functionality to the machines, but they do provide you with an additional target to hit. Antennas are subject to the same damage and removal bonuses as other Components, and because they are often clearly visible (due to how far they protrude from the machine), hitting them is generally a straightforward process. Having this extra target to aim at can be especially useful after machines start to evolve and you encounter the more heavily armored versions.



Component Loot

Loot from enemies follows two specific types – internal and external. Internal loot is what you can always obtain from a machine's carcass because it is part of their internal make-up. External loot covers all of the loot items that are housed within the many Components and Containers attached to the machines, and they can be removed and harvested separately, without the need to destroy the machine itself.

If you destroy the Component or Container, then the potential loot you can get from it will also be lost, but if you kill a machine without destroying or removing them, all of their potential loot can be harvested from the carcass at the same time. While the internal loot will be covered in each enemy's entry in the Machine Targets section (P.132), because external loot is so tied to the components we've placed it here for easy quick reference.

Component Loot

Machine	Component	Amount	Item	Amount
Strider	Blaze Canister	1	Blaze	1
Scrapper	Radar	1	Metal Vessel	2
	Power Cell	1	Sparker	1
Grazer	Blaze Canister	4	Blaze	1
	Rotor Blades	2	Metal Shards	1
Lancehorn	Resource Container (Rear)	2	Metal Vessel	1
	Freeze Canister	2	Chillwater	1
	Drill Horns	2	Metal Vessel	1
Broadhead	Blaze Canister	2	Blaze	1
	Horns	2	Metal Vessel	1
Glinthawk	Beak	1	Sparker	2
	Freeze Sac	1	Chillwater	4
Charger	Horns	2	Metal Shards	1
	Blaze Canister	1	Blaze	3
Sawtooth	Antenna	2	Metal Shards	5
	Blaze Canister	1	Blaze	4
	Resource Container (Rear)	1	Chillwater	4
Longleg	Antenna	1	Metal Shards	5
	Wing	2	Metal Shards	1
	Power Cell	2	Sparker	1
Shell-Walker	Lightning Gun	2	Metal Shards	1
	Power Generator	1	Metal Vessel	3
	Shield Claw	1	Metal Shards	1
	Antenna	1	Metal Shards	5
Bellowback Fire	Antenna	2	Metal Shards	5
	Blaze Canister	3	Blaze	2

LOOT CRATES

Component Loot

Machine	Component	Amount	Item	Amount
Bellowback Freeze	Antenna	2	Metal Shards	5
	Freeze Canister	3	Chillwater	2
Trampler	Power Cell	6	Sparker	4
	Proxessing Unit	1	Metal Vessel	4
	Antenna	1	Metal Shards	5
	Excavation Horns	2	Metal Shards	2
Ravager	Power Cell	2	Sparker	4
	Freeze Canister	1	Chillwater	8
	Antenna	1	Metal Shards	5
Snapmaw	Blaze Canister	2	Blaze	1
	Resource Container (Tail)	8	Metal Shards	1
	Antenna	1	Metal Shards	5
	Resource Containers (Spine)	4	Chillwater	1
Stalker	Mine Launcher	2	Metal Vessel	2
	Dart Gun	1	Echo Shell	1
	Antenna	1	Metal Shards	5
	Stealth Generator	1	Echo Shell	1
Corruptor	Grenade Launcher	1	Metalburn	2
	Spike Launcher	1	Metalburn	2
	Heat Core	1	Metal Shards	5
Rockbreaker	Digging Arm	4	Metal Shards	5
	Resource Container (Back)	2	Echo Shell	2
Behemoth	Power cell	1	Sparker	16
	Force Loader	6	Echo Shell	1
	Freeze Canister	2	Chillwater	4
	Antenna	1	Metal Shards	5
Stormbird	Blaze Canister	2	Blaze	4
	Engine	6	Echo Shell	1
	Freeze Canister	2	Chillwater	6
	Lightning Gun	1	Metal Shards	5
Thunderjaw	Blaze Canister	6	Blaze	2
	Power Cell	4	Sparker	5
	Freeze Canister	8	Chillwater	2
	Radar	1	Metal Shards	5
	Tail	1	Metal Shards	5
	Cannon	2	Metal Shards	5
	Antenna	1	Metal Shards	5
	Resource Container (Hindquarters)	2	Echo Shell	4
Deathbringer	Cooling Rods	6	Metal Shards	1
	Heat Vents	5	Metal Vessel	2

While also considered external loot sources, the Shell-Walker and Behemoth carry with them unique crates that can be dislodged by destroying the Crate Holder Components. These loot crates work like a Treasure box of sorts in that there are a large number of potential items that you can get from them, including machine parts from any machine, or Very Rare Modifications. Unlike the other external loot sources, however, if you kill the machine while the crate is still attached, it will also be destroyed along with the items it contains; it must be dislodged beforehand if you want the loot.

Shell-Walker Crate

Loot Group	Chance	Name	Amount
1 Always drops 1 item in varying amounts	High	Metal Shards	5/15/40
	High	Sparker	5/10/15
	High	Wire	5/10/15
	High	Rusted Scrap	20 to 60
	High	Blaze	10 to 20
	High	Chillwater	10 to 20
	High	Metal Vessel	10 to 20
	High	Echo Shell	5 to 10
	High	Metalburn	5 to 10
	Medium	Luminous Braiding	1 or 2
	Medium	Machine Lens*	3
	Extremely Low	Crystal Braiding	1
2 Picks nothing or 1 item	Extremely Low	Machine Core - Small	1
	Extremely Low	Machine Core - Medium	1
	Extremely Low	Machine Core - Large	1

*Various machines

BEHEMOTH CARGO CONTAINER

Loot Group	Chance	Name	Amount
1 Always drops 1 item in varying amounts	High	Luminous Braiding	2
	Very Low	Crystal Braiding	2
2 Picks nothing or 1 item	High	Metal Shards	6 to 18
	Low	Blaze	5 to 30
	Low	Metal Vessel	5 to 30
	Low	Chillwater	5 to 30
	Medium	Echo Shell	4 to 6
	Medium	Metalburn	4 to 6

Threat Perception



All enemies in the game follow a general set of behaviors for perceiving potential threats. These behaviors are split between their idle state and combat state. During their idle state, enemies will have slightly lower perception while they go about their business. Once they enter combat, those senses become more acute and focused while they seek out and attack you.

The perception radiuses shown here describe how enemies behave under normal circumstances, but how you react while they're investigating will also have an impact on how quickly they find you. If you fire an arrow while out in the open, most enemies will detect you straight away, but do so while hidden in some tall grass and they'll only become suspicious. Follow up with another shot, however, and chances are they will discern your location immediately.

Visual Perception

While it can be difficult to tell just where a human enemy is looking, things are much easier with machines. The cone of light emanating from their eyes gives you a direct in-game visualization of the area that a machine can see, so you can always tell exactly where they're looking. The color of that cone also corresponds to the alert level of the machine, with blue being their idle state, yellow for investigating, and red once combat has been initiated **[→▭ 1-3]**.

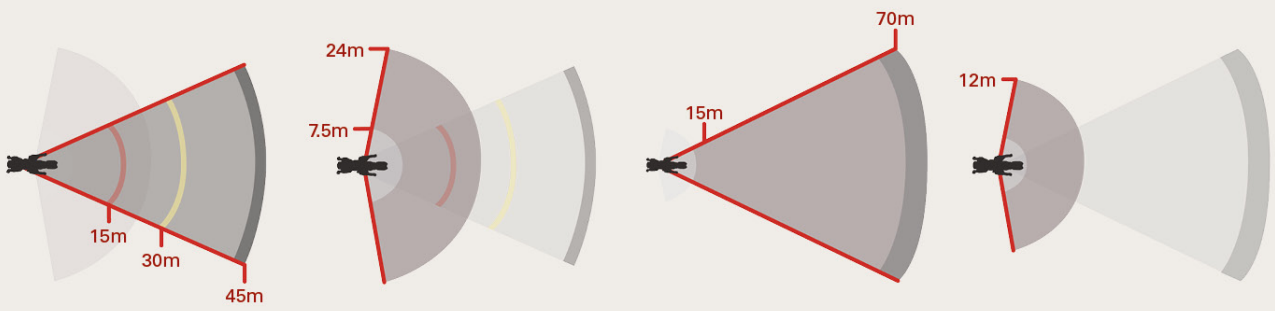
As well as their direct line of sight, all enemies have peripheral vision that lets them see to the side and above them. In their idle state, an enemy's direct line of sight is reasonably long, and their peripheral vision is comparatively large; once they enter combat, however, their direct line of sight becomes much more focused and long-ranged, to the detriment of their peripheral vision.







Top Down Views of Visual Detection Ranges



Idle Detection Ranges

Combat Detection Ranges

Stages of Idle Perception

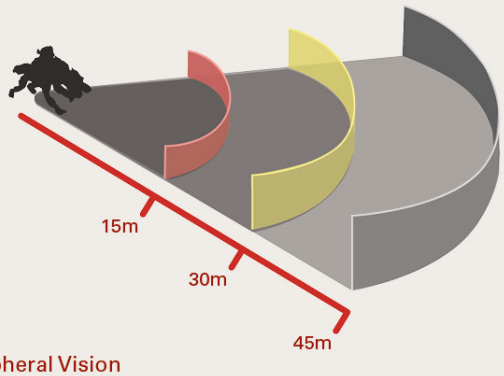
Icon	Range	Behavior
	30-45m	As soon as you're within 45m of an enemy that is looking at you, a grey icon with an exclamation mark in it will appear above their head. As long as you stay within that area, the enemy will move in to investigate over the course of 6 seconds and the icon will gradually change color to yellow while they close in.
	15-30m	If you're detected within this range the enemy will be at a higher alert state straight away, and if you remain visible, the icon will gradually turn red over 6 seconds. When it turns fully red the enemy will start attacking you.
	0-15m	Get spotted at this range and the machine will skip straight into a combat state, and the icon above it will turn red.

While idle, enemies have a maximum vision distance of 45m, so if you're outside of that range they'll be unable to see you, regardless of how out in the open you are. That range is also well out of their aural detection distance, so you can freely move around. Because their vision isn't focused on a specific target, an enemy's peripheral vision is quite good during their idle state. This means that, even when crouched, you need to be very careful when approaching idle machines from the side **[→☐ 4]**.

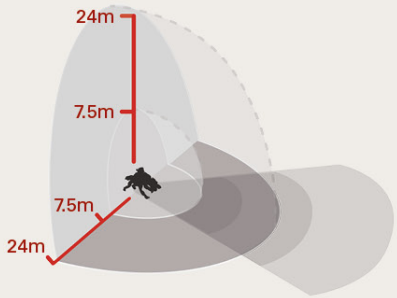


Side View of Idle Perception Ranges

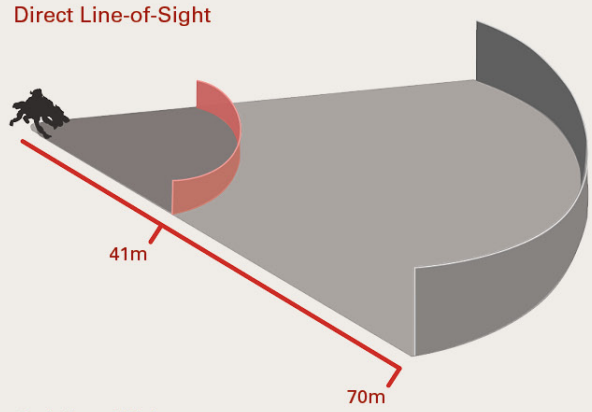
Direct Line-of-Sight

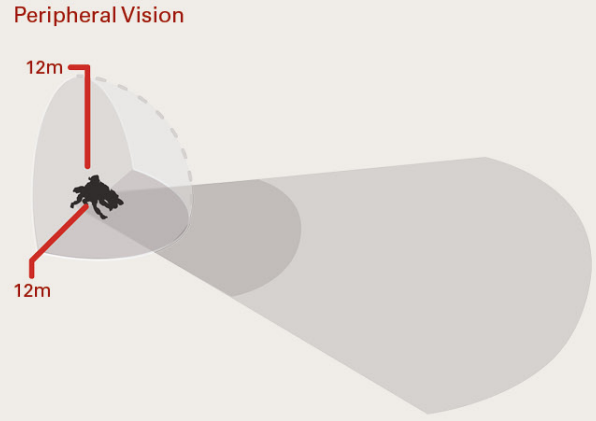


Peripheral Vision



Side View of Combat Perception Ranges





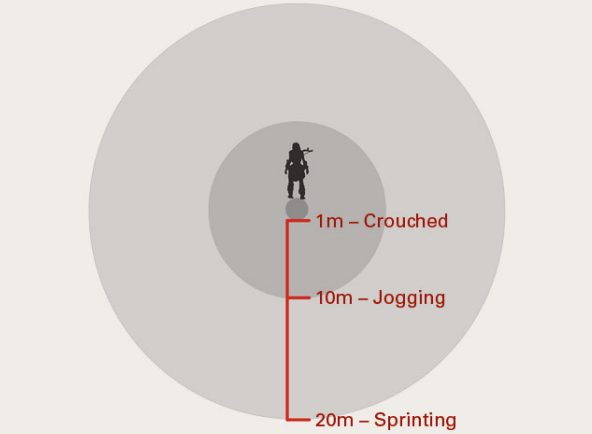
Stages of Combat Perception

Icon	Behavior
	If the enemy loses sight of you during combat for 4 seconds it will drop out of its combat state and enter a search mode after a further 5 seconds. Once the search mode is initiated, the enemy will move to your last known position and start investigating the area for 20 seconds. A while line will also appear around the status marker that indicates the remaining search time.
	If the enemy catches sight of you, the search indicator will start to turn red, and if it fills up completely, combat will be initiated again. It takes 2.5 seconds for the indicator to fill up completely, so that's how long you have to get out of sight again.
	Stay hidden for the full duration of the search and the enemy will lose track of you completely, indicated by the marker gradually turning from yellow back to grey again.

During combat it is possible for enemies to lose track of you if you break line of sight by hiding behind something or moving through tall grass. When this happens, the enemy will move towards your last known position and begin actively searching for you. **[→▭ 1]** Not all enemies will initiate searches, however, so you'll need to play close attention to the indicator above them to see what state they're in.



Audible Detection



Sound also plays an important part in how enemies detect you – it's their only means of perception that works in a full 360-degree radius around them. Sprinting is the loudest action you can perform and can be heard by enemies up to 20m away, while jogging cuts that distance in half. If an enemy hears you, it reacts in the same way as if it saw you in that it will turn to face your direction and then begin searching for the source of the sound.



When fighting a machine, watch for its eyes to flash red...



...because a melee attack will always follow shortly after.

Audio and Visual Attack Cues

Enemies are not the only ones that need to be constantly aware – if you wish to survive out in the wild, you're going to need to be able to recognize and react to all incoming threats. The combat in Horizon Zero Dawn is designed to allow to choose your approach: stealth or direct. Direct combat can get very hectic and enemies may use attacks from outside your field of view, where you won't see them coming. Luckily, your machine opponents aren't silent when they attack – each long-ranged attack is accompanied by a distinct sound effect that you can learn to listen for, and can use to judge when to evade – these are called audio cues.

Visual cues are also present; when approaching combat with a machine enemy, you'll want to pay close attention to its eyes, which flash red to indicate the start of a melee-based attack's animation. If you see this flash of red light, be prepared to react accordingly. You can't always look a machine directly in the eye as it's about to attack, however; anytime a machine uses a melee attack outside of your field of view, an attack indicator icon will appear at the side of the screen that the attack is coming from. The Machine Targets section details all enemy attacks and their noteworthy cues.

Off-Screen Melee Attack Indicator



THE STEALTH FACTOR

Naturally, there are things you can do to make it harder for enemies to see or hear you, tipping the scales of combat even further in your favor. The most basic thing is to simply crouch down when you're around enemies. Not only does this make you move essentially silently, but it also reduces the enemy's ability to see you by 10%, allowing you to get that bit closer before they see you. Through Skills such as Prowler, or the Silent Hunter Outfit (and the Stealth Modifications you could put in it) you can further reduce your visibility and noise generation, making it very difficult for enemies to spot you outside of point-blank range.



If you approach from behind, you don't need to worry about visual perception.



Stealth can make clearing out a Bandit Camp much easier.



KNOW YOUR TOOLS

There's a lot more to Aloy's available weapons than might at first be obvious, including a variety of shared rules and attributes that it really pays to be familiar with. This section covers all of these points and highlights important techniques for gaining an advantage while on the hunt.

WEAPON ROLES

While certain weapons occupy overlapping niches, such as applying the same type of elemental effect, each type of weapon is designed to play a unique role within Aloy's overall arsenal. Even when two weapons can both inflict the same elemental effect, these are distinguished by fundamental differences of purpose – for example, Freeze Canisters can be detonated by a direct hit from the War Bow's Freeze Arrows, but neither the Sling's Freeze Bombs nor the Rattler's Freeze Bolts will have this effect. This means it's worthwhile acquiring one of every weapon type and to experiment with each of them to see where they can fit into your preferred method of combat.

WEAPON RANKS

Weapons in Horizon Zero Dawn are divided into three ranks, with higher ranks capable of utilizing a wider variety of ammunition. In order from lowest to highest, these ranks are 'Nora,' 'Carja' and 'Shadow,' above which a special 'Lodge' rank exists (solely for the Hunter's Lodge versions of the Ropecaster, Blast Sling and War Bow). The 'Lodge' rank provides no additional functionality, but instead simply improves upon some base values of the 'Shadow' versions of these weapons.

Purchasing weapons of higher ranks costs more Metal Shards and requires increasingly valuable Resources, and since you'll want at least one weapon of each type as well as enough ammunition to carry you though long battles, upgrading your Weapon and Ammunition Satchels should always be a priority.



The Shadow Hunter Bow can do everything the Carja Hunter Bow can do, with the added ability to fire Hardpoint Arrows…



…so there's no reason to hold on to the Carja Hunter Bow once you have the Shadow version.

MODIFICATIONS

Each weapon type serves a distinct set of general functions in combat, and modifications play a crucial role in optimizing a weapon for one or more of these purposes. Modification Coils can either be applied toward a single attribute such as Fire or Corruption in order to specialize the weapon for that type of damage, or divided equally

between multiple attributes to increase the weapon's effectiveness across the board. They can also upgrade a weapon's Handling stat, which improves draw and reload speeds. Unlike the Weaves used with Outfits, they cannot add new abilities that differ from a weapon's ammunition types.

Weapon Modifications		Modification Value	
Stat	**Description**	**Min**	**Max**
Handling	Makes the weapon faster to use, increasing the firing rate, reload and wield speeds.	6%	50%
Damage	Increases the overall damage the weapon deals. This applies to both projectile and elemental damage types.		
Tear	Increases the tear severity of the attack, making components more easily removed.		
Fire	Increases the severity of an elemental effect on the ammo types, making it easier to reach the effect threshold for the elemental type.		
Corruption			
Shock			
Freeze			

Outfit Modifications		Modification Value	
Stat	**Description**	**Min**	**Max**
Resist Ranged Attacks	Increases resistance to all forms of ranged attacks including bullets, lasers and arrows.	6%	20%
Resist Melee Attacks	Increases resistance to melee attacks from both machines and humans.		
Stealth	Further reduces the enemy's ability to both see and hear you.		25%
Resist Fire	Reduces the damage taken from the specified elemental source.		33%
Resist Corruption			
Resist Shock			
Resist Freeze			

Outfit Weaves can be used in a similar fashion, but since you can add defensive values for attributes not inherent to the Outfit, you have a lot more flexibility. If you just purchased the Nora Heavy Protector Outfit, you could add more melee defense to ensure that you need never worry about melee attacks again. Or, you could also add a lot of ranged defense so that you're well protected against both of the main damage types. Much of this comes down to your personal playstyle so you'll need to experiment and find the combination of mods that work best for you.

Sometimes you may get a Modification that boosts two or even three different stats, and while those secondary values can never reach the limits of the primary one, they do add up. Find enough of these extremely rare Modifications and you won't even have to make a compromise when choosing what to put onto a weapon or outfit. Every type of modification has a minimum value of +6%, only found on Uncommon Modifications, while the different maximum values can only ever be reached on the Very Rare varieties.

In rare instances, you'll find Very Rare Modification Coils and Weaves with three attributes rather than two. These invaluable items are essential for maximizing the effectiveness of your equipment and can be obtained by defeating enemies as well as opening Special Modification Boxes. The secondary and tertiary bonuses provided by these Modifications are not as potent as their primary effects and are randomized from a pool of possible stats; furthermore, only a Modification Coil's primary effect determines whether or not you may equip it on a weapon, meaning that you can equip these Coils on weapons that do not necessarily benefit from their secondary and tertiary boosts.

Maximum Modification Values		
Value	**Weapons**	**Outfits**
Secondary	20%	20%
Tertiary	12%	12%

Modification Coil Compatibility	
Weapon Type	**Usable Modifications**
Hunter Bow	Damage, Tear, Fire, Handling
Sharpshot Bow	Damage, Tear, Handling
War Bow	Freeze, Shock, Corruption, Handling
Tripcaster	Damage, Fire, Shock, Handling
Ropecaster	Tear, Handling
Sling	Fire, Freeze, Shock, Handling
Blast Sling	Damage, Handling
Rattler	Damage, Tear, Freeze, Shock, Handling

While on the hunt...

There will be times when you're traversing the wilderness and you hear someone shouting for help. Sometimes this will mean the beginning of a new Side Quest or Errand, but often it's just a lone brave or hunting party from the area that have got themselves in more trouble than they can handle, usually against a group of machines. If you can kill these machines and save the lives of the braves you'll be given a Treasure Box as a reward, often containing a valuable Coil or Weave.

Use Machine Resources

Another good habit to learn early on is keeping particular attention to what enemies are available in the area, and using their particular Components and effects as tools to assist you in battle. Perhaps you're trying to kill a tough enemy that's resistant to Freeze. If there were enemies nearby that have Freeze Canisters, you could consider engaging

them as well, detonating the Freeze Canister to proliferate the effect to the resistant enemy. This strategy compounds its effectiveness the more tightly-grouped enemies become, as explosions will overlap and stack together in damage.

An interesting way to make use of this strategy in a safer way is to Override nearby machines, triggering the fuse of their different Canisters or other Components as they charge in to attack. Using your mount for this purpose is another great way to facilitate this strategy, giving you a mobile option to apply the Fire effect that you can take around with you throughout the world.

Master Your Experience

Level	Machine / Human Kill XP	Wildlife Kill XP	Headshot Kill Bonus XP	Stealth Kill Bonus XP	Canister Kill Bonus XP	Burning Kill Bonus XP	Component Removed XP
1	100	15	15	15	20	20	10
2	115	20	15	15	20	20	10
3	130	25	15	15	20	20	10
4	150	30	25	25	50	50	20
5	175	35	25	25	50	50	20
6	200	40	25	25	50	50	20
7	225	45	25	25	50	50	20
8	260	50	25	25	50	50	20
9	300	50	25	25	50	50	30
10	345	50	25	25	100	100	30
11	395	50	25	25	100	100	30
12	455	50	40	40	100	100	30
13	525	50	40	40	100	100	50
14	600	50	40	40	100	100	50
15	690	50	70	70	100	100	50
16	795	50	70	70	100	100	50
17	915	50	70	70	100	100	100
18	1050	50	100	100	100	100	100
19	1205	50	100	100	100	100	100
20	1385	50	100	100	100	100	150
21	1595	50	100	100	100	100	150
22	1830	50	100	100	100	100	150
23	2105	50	100	100	100	100	200
24	2420	50	100	100	100	100	200
25	2785	50	100	100	100	100	300
26	3200	50	100	100	100	100	300
27	3680	50	100	100	100	100	300
28	4230	50	100	100	100	100	300
29	4865	50	100	100	100	100	300
30	5595	50	100	100	100	100	300
31	6435	50	100	100	100	100	300
32	7400	50	100	100	100	100	300
33	8510	50	100	100	100	100	300
34	9785	50	100	100	100	100	300
35	11250	50	100	100	100	100	300
36	11250	50	100	100	100	100	300
37	11250	50	100	100	100	100	300
38	11250	50	100	100	100	100	300
39	11250	50	100	100	100	100	300
40	11250	50	100	100	100	100	300

Level	Critical Strike	Heavy Weapon Kill	Frozen Kill
All	100	100	100

The amount of Experience (XP) you get for killing an enemy depends entirely on its level. In addition to the base XP reward, you can also earn many different bonuses depending on how you kill the enemy. Most of these bonuses scale with enemies' levels and since they can be stacked, taking the time to combine them efficiently can significantly increase the amount of XP you get from each enemy.

For example, while the bonus for removing components on low level enemies is quite small, once you get above level 25 it becomes much more significant. When dealing with an enemy like the Thunderjaw, which has many removable components, you can almost double the total amount of XP from that enemy just by picking off the components first.

Because you can stack the other modifiers, attacking in a certain order and with proper timing is also rewarded. Destroying the Processing Unit on a Trampler will cause it to burn indefinitely, and if you remain hidden in some tall grass until its health gets low, you can finish it off with a Triple Shot Hardpoint Arrow to the Excavation Horn. That shot will do enough damage to remove the horn and kill the enemy. The net result is that you'll get the Burning Kill bonus because it was on fire, the Component Removed bonus because you removed the horn, and the Stealth Kill Bonus because you were hidden in tall grass and killed it while in stealth. These are just a couple of examples of the things you can do, and now that you know how the system works, you can experiment on different machines to find the most rewarding way of killing enemies that suits your playstyle.

TRAPS & POTIONS

This category includes two types of consumable items: Traps, which deal damage or build up enemies' elemental severity; and Potions, which restore Aloy's health and provide temporary protection from elemental attacks. All Traps and Potions can be crafted, which is the more economical option if you're strapped for cash. They represent a trivial investment once you've accumulated a surplus of Metal Shards, though, so you may prefer to save time by simply purchasing them from Merchants. The number of Traps and Potions Aloy can carry will increase each time you upgrade the respective Satchel; with the sole exception of the Rock, the initial capacity for each of these items is 3 with the final tier of inventory upgrades providing a maximum of 12.

Beware that you may only place up to 15 Tripwires or 30 Traps at any given time – exceeding this limit will cause your active devices to disappear in the order in which they were set. This total is shared between the three Trap types covered in this section and any Tripwires laid with the Tripcaster, so keep track of the number you've used when preparing for engagements. You should also take care when setting proximity-based Traps in close quarters with enemies – if a Trap is triggered prematurely, the blast will affect Aloy as well. **[→▭ 1]**



ROCK

Weapon Details	
Carry Capacity	10
Effective Range	45m
Damage	1
Sound Radius	20m

The deceptively humble rock is in fact a versatile tool with a variety of applications. While not in itself a Trap, it can be used to lure enemies into Traps or simply cause them to look the other way as you sneak quietly past them. Throwing a Rock will generate a loud noise at the point of impact, distracting any hostile humans or machines within earshot and prompting them to investigate the source (if its location is accessible to them). This will only work on enemies not already alerted to your presence; those already searching for you or engaged in combat with other units will be unaffected.

The sound created by a Rock's impact carries over quite a large distance, so some care is necessary when using them if you want to avoid drawing in unwanted enemies. Try to throw the Rocks into locations where only your desired target will hear it at the edge of the radius. Directly striking an enemy with a Rock will instantly alert that enemy to your location, immediately triggering them to attack.

SHOCK TRAP

Weapon Details		Purchase Details	
Damage Type	Shock	Availability	Tier 1/2/3/4 Merchants
Damage	0	Cost	Metal Shards ×20
Blast Radius	3m	Value	Metal Shards ×10
Shock Severity	150		

Crafting Details	
Resource Cost	Wire ×2, Metal Vessel ×1, Sparker ×10
Amount Crafted	1

Shock Traps are proximity mines that are triggered by any enemy getting within 1m of them, at which point they will release a burst of electricity, inflicting high Shock severity on anything caught in the blast. These Traps are powerful enough that a single one is generally sufficient to inflict the Shock status on most machines that are not resistant to it, though at times two may be necessary. While Shock Traps are largely overshadowed by the Tripcaster's similar but more versatile Shock Wires even early in the game, they are more effective against groups of enemies in close proximity and can be placed more quickly than Tripwires. This makes them more suitable for slowing down pursuing enemies if you should be forced to retreat from combat.

Even so, equipping your Tripcaster with Handling Coils will substantially diminish the utility of Shock Traps in most other situations. The main exception is when you're using a set of weapons that does not include the Tripcaster, in which case the low cost of these Traps means you should always have some on hand just in case they're needed.

Blast Trap



Blast Traps deal indirect explosive damage within their area of effect and are triggered by proximity to a hostile target. While reasonably powerful on their own, these Traps' full value lies in their ability to detonate Blaze Containers when triggered by an approaching enemy, inflicting far greater damage than the Trap alone. Although somewhat situational, this tactic can be applied to considerable effect in areas controlled by Eclipse Cultists, where Blaze Containers are commonplace. Moreover, several of these Traps can be placed in the same spot, simultaneously striking a single enemy with multiple explosions for vastly increased damage. Owing to these unique tactical applications, Blast Traps remain useful even after you've obtained and modified the Shadow Tripcaster. **[→☐ 1/2]**

Weapon Details

Damage Type	Explosive
Damage	120
Blast Radius	3m
Tear Severity	10

Purchase Details

Availability	Tier 2/3/4 Merchants
Cost	Metal Shards ×22
Value	Metal Shards x 11

Crafting Details

Resource Cost	Wire ×2, Metal Vessel ×1, Blaze ×2
Amount Crafted	1



1



2

Detonating Blast Trap



The Detonating Blast Trap is a land mine that explodes on contact with an enemy or upon taking damage from a direct attack. Its lack of a proximity fuse makes it more suitable for precision applications such as eliminating individual targets in tight quarters, and at the same time decreases the risk of an accidental detonation when placing it close to an enemy. Unlike ordinary Blast Traps, these can also be triggered manually by shooting the balloon component with arrows, enabling you to detonate them remotely; after placing several in the same spot, you may trigger them one by one with arrows or all at once with a bomb from your Sling or Blast Sling.

Detonating Blast Traps deal considerably more damage than their proximity-based counterparts and are valuable against larger machines because they primarily affect the target's legs; as a result, they are effective for knocking down Thunderjaws and preventing Rockbreakers from burrowing underground. These Traps can also be placed at the feet of an enemy entangled in Tie Ropes without decreasing the amount of time for which the target will remain immobilized, at which point you can back a safe distance away and simultaneously trigger multiple Detonating Blast Traps using a Blast or Fire Bomb.

Weapon Details

Damage Type	Explosive
Damage	160
Blast Radius	3m
Tear Severity	10

Purchase Details

Availability	Tier 1/2/3/4 Merchants
Cost	Metal Shards ×25
Value	Metal Shards x 12

Crafting Details

Resource Cost	Wire ×2, Metal Vessel ×1, Blaze ×3
Amount Crafted	1

Health Potion



These basic recovery items instantly restore a small amount of health upon use. Regardless of whether you choose to craft or purchase these Potions, you should always carry as many as your Satchels can hold – they are extremely valuable in combat situations when the Medicine Pouch cannot provide fast enough health recovery to keep up with the damage from enemy attacks. Health Potions are crafted from common Resources obtainable from nearly any animal, so you can always scrape together the ingredients to refill your Satchel with a little time spent hunting.

Potion Details

Heal Amount	150

Crafting Details

Resource Cost	Rich Meat ×2, Fatty Meat ×3
Amount Crafted	1

Purchase Details

Availability	Tier 1/2/3/4 Merchants
Cost	Metal Shards ×35, Sparker ×3, Wire ×3
Value	Metal Shards ×6

Health Boost Potion

Potion Details

Heal Amount	Temporarily adds 150 that gradually decays over 1min 43sec

Crafting Details

Resource Cost	Fatty Meat ×3, Bony Meat ×5
Amount Crafted	1

Purchase Details

Availability	Tier 2/3/4 Merchants
Cost	Metal Shards ×35, Chillwater ×2
Value	Metal Shards ×5



The Health Boost Potion is unique among health potions in that it doesn't actually heal Aloy. Upon drinking this potion, a temporary pool of 150 HP will be added to her existing HP, and a bright yellow bar will overlay on top of the normal health bar. The additional health value will be displayed alongside the normal one in the numerical readout above your health bar. After a short delay, the temporary HP will start to decay gradually, indicated by the ever-decreasing numerical value and the diminishing of the yellow bar.

While these potions can be used in an emergency if you have no other alternatives, they are best used preemptively just as you're about to enter difficult combat situations where you think you're likely to take damage **[→□ 3]**. Because the additional HP pool is added to your existing health regardless of how much remains, you can effectively increase your health well beyond normal levels and survive many otherwise fatal attacks.

Full Health Potion

Potion Details

Heal Amount	100%

Crafting Details

Resource Cost	Rich Meat ×5, Fatty Meat ×5, Bony Meat ×5
Amount Crafted	1

Purchase Details

Availability	Tier 1/2/3/4 Merchants
Cost	Metal Shards ×80, Metal Vessel ×2
Value	Metal Shards ×15

The ultimate healing item, Full Health Potions do precisely as their name describes: fully restore Aloy's health regardless of how much damage she has sustained or what her maximum HP is. Indispensable in confrontations with powerful opponents or hordes of foes, these Potions require a large quantity of animal Resources to craft and are much more convenient to purchase from Merchants if you have the funds to spare. While you may craft Full Health Potions from the outset, they are only practical at higher levels when the returns from ordinary Health Potions begin to diminish; until then, you're better off using your Resources for the basic version instead.

Resist Fire Potion

Potion Details

Resist Value	75%
Duration	90sec

Crafting Details

Resource Cost	Fire Kiln Root ×3
Amount Crafted	1

Purchase Details

Availability	Tier 1/2/3/4 Merchants
Cost	Metal Shards ×10, Blaze ×1
Value	Metal Shards ×4

These Potions provide an extremely potent temporary boost to Aloy's Fire resistance, drastically reducing the damage and severity from Fire attacks. Resist Fire Potions are most useful when dealing with Fire Bellowbacks, human archers and other enemies whose primary attacks utilize Fire. The Fire Kiln Roots from which they are crafted can be found just about everywhere, so you should never need to spend your hard-earned Shards on purchasing them from Merchants.

Resist Shock Potion

Potion Details

Resist Value	75%
Duration	90sec

Crafting Details

Resource Cost	Shock Wax Root ×3
Amount Crafted	1

Purchase Details

Availability	Tier 2/3/4 Merchants
Cost	Metal Shards ×10, Sparker ×5
Value	Metal Shards ×4

These potions grant a temporary bulwark of Shock resistance, heavily mitigating the damage and severity build-up from electric attacks. While most of the enemies that use such attacks are uncommon, having a few Resist Shock Potions on hand can be extremely helpful for the occasional run-in with Stormbirds, Behemoths, Ravagers and particularly Shell-Walkers. The Shock Wax Roots required for crafting these potions grow wild in abundance, so there is little reason for you to purchase these potions from Merchants.

Resist Freeze Potion



Resist Freeze Potions temporarily increase Aloy's Freeze resistance, minimizing Freeze damage and severity build-up. They are useful in encounters with Snapmaws and Freeze Bellowbacks, and invaluable when facing swarms of Glinthawks. The Freeze Rime Roots used for making these Potions are ubiquitous in all regions, so collect them whenever possible to avoid spending your Shards on such an easily-acquired item.

Potion Details		Crafting Details	
Resist Value	75%	Resource Cost	Freeze Rime Root ×3
Duration	90sec	Amount Crafted	1

Purchase Details	
Availability	Tier 2/3/4 Merchants
Cost	Metal Shards ×10, Chillwater ×1
Value	Metal Shards ×5

Antidote



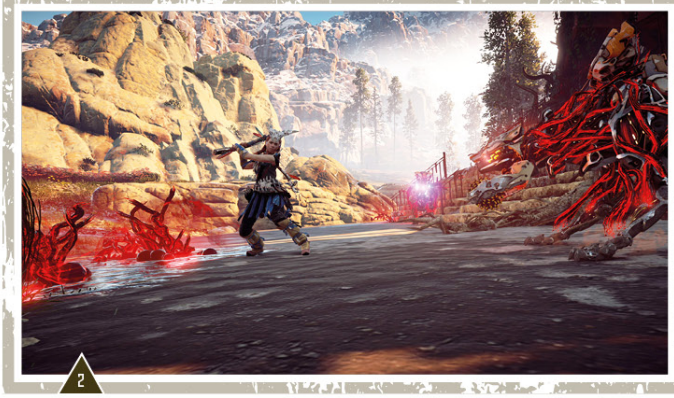
Antidotes provide complete temporary protection from Corruption attacks and instantly cure the Corruption status. These potions are crucial for clearing Corrupted Zones and surviving other encounters with Corrupted machines, so always keep a few on hand in case you should run afoul of Eclipse Cultists. Corruption Glaze Roots are plentiful in the wild, so gather them at every opportunity in order to save your Shards for more important purchases. **[→☐ 1/2]**

Potion Details		Crafting Details	
Resist Value	100%	Resource Cost	Corruption Glaze Root ×3
Duration	60sec	Amount Crafted	1

Purchase Details	
Availability	Tier 2/3/4 Merchants
Cost	Metal Shards ×12, Wire ×5
Value	Metal Shards ×8



1



2

Outfits

Outfits provide protection from various types of attacks and can affect Aloy's ability to avoid detection by enemies. They cannot be directly crafted and must instead be bought from Merchants, though you'll still need to offer a specific set of Resources along with your Shards in order to acquire a particular outfit. Each type of Outfit has a Light, a Medium and a Heavy version, with the heavier variants requiring more valuable Resources but also offering better protection and customizability. You can own as many outfits as will fit in your Satchel, which can be expanded via crafting for increased capacity. Switching between these outfits according to your circumstances is a perfectly viable practice, and carrying several sets for different purposes offers advantages in a wide variety of situations.

In addition to their inherent bonuses, heavier Outfits can also be fitted with Modification Weaves which either increase their original effects or add new ones. Modifying your Outfit allows you to configure it for general use or double down on its existing benefits to maximize its effectiveness in that role. You'll find the latter option especially valuable for the Nora Protector and Oseram Arrowbreaker sets, which respectively increase defense against melee and ranged attacks; it also yields impressive returns from the Nora Silent Hunter set, which improves Aloy's ability to move stealthily and hide from enemies. Alternatively, you may eschew function in favor of form and choose your Outfit on the sole basis of its aesthetic appeal.

OUTCAST



Acquisition Info
Starting Outfit. Cannot be sold or dropped.

The Outcast Outfit is Aloy's default outfit. It provides no additional effects or Modification Slots, and while it cannot be sold, you can drop it if you need the extra inventory space. With access to the Nora Brave or Nora Protector Outfits coming quite early in the game, however, this Outfit soon becomes obsolete. No alternate versions of the Outcast Outfit exist, although the Nora Brave outfit functionally serves as its direct successor.

NORA BRAVE



Acquisition Info
Given for free by Teb at Mother's Heart during the Quest, 'Mother's Heart.'

Modification Slots 1

The Nora Brave outfit provides no bonuses of its own, but does offer a single Modification Slot which you may set with the Weave of your choice. Teb will give this Outfit as a gift upon reuniting with Aloy during 'Mother's Heart,' though he also sells the superior Nora Protector Light Outfit, allowing you to skip using the Nora Brave outfit altogether if you have Resources to spare. This Outfit is the only one of its type, although the Carja Silks and Shadow Stalwart lines offer comparable functionality. Like the Outcast Outfit, once you have this Outfit in your possession you won't be able to sell it, but you can drop it if you wish **[→☐ 3]**.



3



NORA PROTECTOR

Outfit Details

Type	Defense Values	Modification Slots
Light	+10% Resist Melee Attacks	0
Medium	+20% Resist Melee Attacks	1
Heavy	+30% Resist Melee Attacks	2

Acquisition Info

Type	Obtained From	Cost
Light	Trader – Karst*, Trader – Teb, Tier 1/2/3/4 Merchants	Metal Shards ×65, Sparker ×5
Medium	Tier 2/3/4 Merchants	Metal Shards ×190, Grazer Lens ×1
Heavy		Metal Shards ×1000, Shell-Walker Heart ×1

*Only after entering Mother's Heart

This line of Outfits reduces damage from all forms of melee attacks (from both human and machine enemies), making it incredibly useful in a wide variety of combat situations. Equipping the heavy variant with two Resist Melee Attacks Weaves provides unparalleled defense against the mightiest of strikes from Thunderjaws and Rockbreakers, and enables Aloy to shrug off blows from human enemies in stride.

You may instead choose to balance this Outfit's base values by adding Resist Ranged Attacks Weaves instead, increasing both defense types equally for greater versatility; this option allows you to use a single outfit for any type of combat, albeit at the cost of optimal performance for its primary function. Wearing this Outfit in conjunction with the 'Knock Down,' 'Strong Strike +' and 'Fighting Back' Skills grants Aloy far greater impunity with her own melee attacks. **[→☐ 4]**



4



NORA SILENT HUNTER

Outfit Details

Type	Defense Values	Modification Slots
Light	+25% Stealth	0
Medium	+40% Stealth	1
Heavy	+50% Stealth	2

Acquisition Info

Type	Obtained From	Cost
Light	Trader – Karst*, Trader – Teb, Tier 1/2/3/4 Merchants	Metal Shards ×50, Blaze ×3
Medium		Metal Shards ×200, Watcher Lens ×2
Heavy		Metal Shards ×800, Bellowback Heart ×1

*Only after entering Mother's Heart

The Nora Silent Hunter Outfit is one of the few means of increasing Aloy's stealth capabilities. Its effects are considerable even before Modifications, though it's even better when fitted with two Stealth Weaves. The effect values are split evenly between camouflage to make you harder to see, and noise reduction to make it more difficult for enemies to hear you.

This highly-specialized Outfit falls short of its full potential when used with any other Weave types, so you're better off carrying a Nora Protector or Oseram Arrowbreaker Outfit for combat and reserving your Silent Hunter set exclusively for covert activities. This line of Outfit is ideal for stealthily raiding Bandit Camps, sneaking outside of tall grass, setting up Silent Strikes and Overriding machines. It synergizes especially well with the 'Low Profile' and 'Quiet Sprint' Skills, combined with which it can render Aloy nearly undetectable even in close proximity to enemies. **[→☐ 1]**


1



NORA SURVIVOR

Outfit Details

Type	Defense Values	Modification Slots
Light	+5% Resist Fire/Freeze/ Shock/Corruption	0
Medium	+10% Resist Fire/Freeze/ Shock/Corruption	1
Heavy	+15% Resist Fire/Freeze/ Shock/Corruption	2

Acquisition Info

Type	Obtained From	Cost
Light	Trader – Karst*, Trader – Teb, Tier 1/2/3/4 Merchants	Metal Shards ×45, Wire ×5
Medium	Tier 2/3/4 Merchants	Metal Shards ×185, Broadhead Lens ×1
Heavy		Metal Shards ×900, Watcher Heart ×2, Blaze ×40

*Only after entering Mother's Heart

The Nora Survivor Outfit offers modest all-around defense against every type of elemental damage, making it an excellent choice for light-duty wet work. As a jack-of-all-trades, however, it is a master of none, and in more dire situations you'll fare much better with one of the specialized sets. You may opt to either maximize these outfits' versatility by adding Melee and Ranged Resistance Weaves, or augment one or more of their existing abilities for more focused protection. While it is technically more effective to carry one specialized outfit for warding off each individual element, the Nora Survivor line offers a far more economical alternative with the added bonus of synergizing with all types of Resist Potion. **[→☐ 2]**


2



Banuk Sickness-Eater

Outfit Details

Type	Defense Values	Modification Slots
Light	+30% Resist Corruption	0
Medium	+30% Resist Corruption	1
Heavy	+50% Resist Corruption	2

Acquisition Info

Type	Obtained From	Cost
Light	Tier 2/3/4 Merchants	Metal Shards ×60, Fatty Meat ×2
Medium		Metal Shards ×150, Scrapper Lens ×1
Heavy		Metal Shards ×760, Grazer Heart ×1

This line of Banuk shaman's clothing boasts potent resistance against lethal Corruption damage; as such, it benefits most from Resist Corruption Weaves and gains little from Modifications of any other type. These outfits provide a long-term alternative to the use of Antidotes, though their protection is still inferior to that of Antidotes even when fully optimized with Modifications. While the overall applications of Banuk Sickness-Eater Outfit are quite limited, it provides the best source of permanent Corruption resistance in the game and is most useful when worn for interim protection between Antidote uses while fighting Corrupted machines. **[→☐ 3]**





Banuk Ice Hunter

Outfit Details

Type	Defense Values	Modification Slots
Light	+30% Resist Freeze	0
Medium	+30% Resist Freeze	1
Heavy	+50% Resist Freeze	2

Acquisition Info

Type	Obtained From	Cost
Light	Tier 2/3/4 Merchants	Metal Shards ×40, Metalburn ×1
Medium		Metal Shards ×150, Shell-Walker Lens ×1
Heavy		Metal Shards ×800, Strider Heart ×1

The Banuk Ice Hunter Outfit is crafted for warmth, significantly increasing Aloy's Freeze resistance. Specialized as they are, these cozy outfits reap vast benefits from Resist Freeze Weaves but are ill-suited to other configurations. As enemies that use Freeze attacks are relatively common, this Outfit tends to pay for itself very quickly – particularly against Freeze Bellowbacks and flocks of Glinthawks. Without extra Modifications to the Outfit, drinking a Resist Freeze Potion while wearing it will enable you to nearly negate any damage or severity buildup from Freeze attacks. Even so, if you manage to acquire a pair of very high Resist Freeze Weaves for this Outfit, you'll never need to use Resist Freeze Potions again. **[→☐ 4]**





Carja Blazon

Outfit Details

Type	Defense Values	Modification Slots
Light	+30% Resist Fire	0
Medium	+30% Resist Fire	1
Heavy	+50% Resist Fire	2

Acquisition Info

Type	Obtained From	Cost
Light	Tier 3/4 Merchants	Metal Shards ×65, Sparker ×10
Medium		Metal Shards ×220, Glinthawk Lens ×1
Heavy		Metal Shards ×780, Charger Heart ×1

Crafted to turn aside Fire attacks and provocatively bare the midriff, this exotic line of Outfits truly shines when augmented with Resist Fire Weaves. Its effectiveness suffers with other setups, however, and the ubiquity of Fire attacks among both human and machine enemies makes the Carja Blazon most useful when optimized for its original purpose. Using a Resist Fire Potion while wearing this Outfit provides near-complete immunity to Fire damage and severity for the potion's duration, and can make encounters with Fire Bellowbacks or human archers far less dangerous. **[→☐ 1]**





Carja Silks

Outfit Details

Type	Defense Values	Modification Slots
Light	None	1
Medium		2
Heavy		3

Acquisition Info

Type	Obtained From	Cost
Light	Tier 3/4 Merchants	Metal Shards ×35, Blaze ×6
Medium		Metal Shards ×240, Snapmaw Lens ×1
Heavy		Metal Shards ×770, Longleg Heart ×1

Although they provide no protection of their own, the Carja Silks Outfits sport more Modification Slots than any Outfit other than the Shadow Stalwart line. This colorful clothing is designed for pure customizability and adapts well to nearly any combination of Weave bonuses; it can also achieve comparable Melee and Ranged Resistance values to the Nora Protector and Oseram Arrowbreaker lines when fitted with three powerful Weaves of either type. Unfortunately, it is ultimately inferior to the Shadow Stalwart Outfit for this purpose as the latter provides additional protection from stunning attacks and sonic bursts; however, it can be obtained much earlier in the game, and serves as a perfectly functional substitute in the meantime. **[→☐ 2]**





OSERAM ARROWBREAKER

Outfit Details

Type	Defense Values	Modification Slots
Light	+10% Resist Ranged attacks	0
Medium	+20% Resist Ranged attacks	1
Heavy	+30% Resist Ranged attacks	2

Acquisition Info

Type	Obtained From	Cost
Light	Tier 3/4 Merchants	Metal Shards ×70, Desert Glass ×2
Medium		Metal Shards ×280, Ravager Lens ×1
Heavy		Metal Shards ×1100, Crystal Braiding ×1

The imposing Oseram Arrowbreaker Outfit protects against ranged attacks of all kinds, including the pulse cannons used by Ravagers and Thunderjaws. It provides no defense against melee attacks on its own, but can be made to do so with the addition of Resist Melee Attacks Weaves; however, it is most effective when optimized for its intended purpose and can drastically reduce the damage from all manner of projectiles if configured for this role. Other Weave types add little to this Outfit's capabilities, so prioritize either a balanced approach to reduce all combat damage or a dedicated setup focused on maximizing the Outfit's original defensive attribute. **[→☐ 3]**





OSERAM SPARKWORKER

Outfit Details

Type	Defense Values	Modification Slots
Light	+30% Resist Shock	0
Medium	+30% Resist Shock	1
Heavy	+50% Resist Shock	2

Acquisition Info

Type	Obtained From	Cost
Light	Tier 3/4 Merchants	Metal Shards ×50, Slagshine Glass ×1
Medium		Metal Shards ×230, Lancehorn Lens ×1
Heavy		Metal Shards ×800, Luminous Braiding ×2

This simple and practical smith's Outfit guards its wearer against Shock attacks. While enemies that use such attacks are few and far between, an Oseram Sparkworker Outfit combined with a Resist Shock Potion can render Stormbirds and Shell-Walkers far less frightening and even soften the blow from a Ravager's Shock Cocoon. Given its inherent strengths, this Outfit performs far better with Resist Shock Weaves than any other type of Modification. Bear in mind, though, that no amount of Shock resistance will prevent an instant death upon contact with the power couplings inside Cauldrons, so don't even try. **[→☐ 4]**





Shadow Stalwart

Outfit Details

Type	Defense Values	Modification Slots
Light	Immune to Blinding effects	1
Medium	Immune to Blinding and Sonic effects	2
Heavy		3

Acquisition Info

Type	Obtained From	Cost
Light	Quest Reward upon completion of 'The Terror of the Sun', Tier 3/4 Merchants*	Metal Shards ×55, Chillwater ×4
Medium	Tier 3/4 Merchants*	Metal Shards ×230, Trampler Lens ×1
Heavy		Metal Shards ×680, Stalker Heart ×1

*Only after completing 'The Terror of the Sun'

The Shadow Stalwart armor is only available for purchase after completing the Quest 'The Terror of the Sun.' Owing to its extra Modification Slot and sonic protection, the heavy variant of this Outfit is the best choice for protection from ranged and melee attacks – fitting it with three Weaves of either type makes it comparable to a similarly optimized Nora Protector or Oseram Arrowbreaker outfit, with the added protection from blinding and sonic effects.

In those configurations, this armor's ability to absorb sustained attacks exceeds even that of the Shield-Weaver Outfit, which can only block a limited amount of damage before leaving Aloy vulnerable. Wearing any Shadow Stalwart Outfit also allows you to re-enter Sunfall after completing the 'Deep Secrets of the Earth' Quest. **[→☐ 1]**





Shield-Weaver

Acquisition Info
Quest reward for 'The Ancient Armory'

Modification Slots 0

Outfit Details

Shield Strength	Absorbs up to the equivalent of 500HP
Recharge Delay	10 seconds
Recharge Rate	5 health/sec accelerating to 25 health/sec over 5 seconds

Salvaged from ancient military technology and modified by Aloy for improved mobility, the Shield-Weaver outfit is the last word in defense against all manner of threats. While it has no Modification slots, the integrated projectors generate a force field that completely negates all forms of damage – including fall damage – until its energy reserves are depleted, at which point Aloy will be left vulnerable while the shield generators recharge.

Any time incoming damage hits the Outfit you'll see a brief flash of blue energy to indicate that it has been absorbed, and then as the shield strength weakens, the color starts to turn red. The instant the shield has reached its limit it will give off an audible warning to let you know, and after ten seconds you'll start to hear the capacitors charge the shield back up with another audio cue upon complete recharge. Because all of the incoming damage is absorbed by the shield projected around the Outfit, nothing ever actually touches the Outfit (or Aloy) while the shield is active, which can actually change the way you play.

When you get hit while wearing other Outfits, the impact of the blow will often cause Aloy to stagger or be knocked out of attacks, but with the Shield-Weaver you never need worry about that. No longer will an enemy melee attack stop you from landing one of your own. If a Heavy with a Deathbringer Gun is firing on you, you can just stand right out in the open and line up a perfect shot. As long as you keep an eye on the color indicator of the shield and know its limits, wearing the Shield-Weaver Outfit can allow you to play a lot more aggressively than any other Outfit.

While the Shield-Weaver Outfit can turn aside many otherwise fatal blows, beware that it does have its limits: it offers no protection whatsoever while recharging, so any attacks that connect during this time will inflict far greater damage than they would against the Nora Protector or Oseram Arrowbreaker Outfit. **[→☐ 2]**





SKILLS

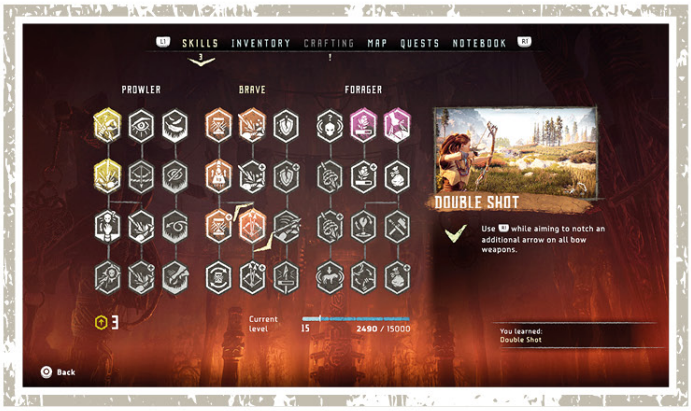


SKILLS

Skills are exactly what you might expect them to be – useful abilities that Aloy can learn as she progresses deeper into her quest for answers. Learning them is simply a matter of acquiring Skill Points and then deciding which Skill will be most useful to you when you have the required amount. This section will help with those decisions and explain what makes each Skill valuable.







Acquiring Skill Points

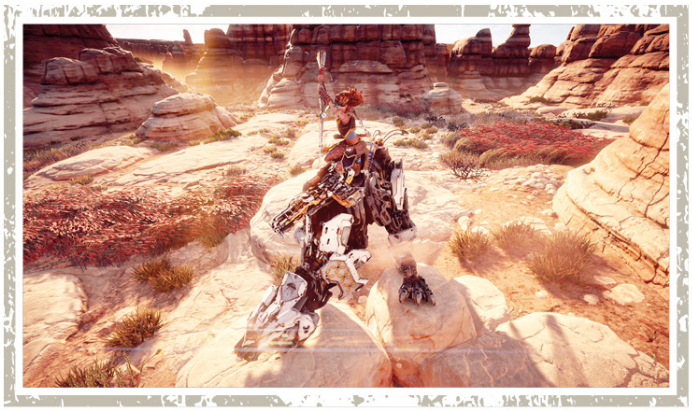
Activity	Skill Points Available
Levelling	50
Main Quests	17
Side Quests	3
Errands	0
Activities	14
Total	84

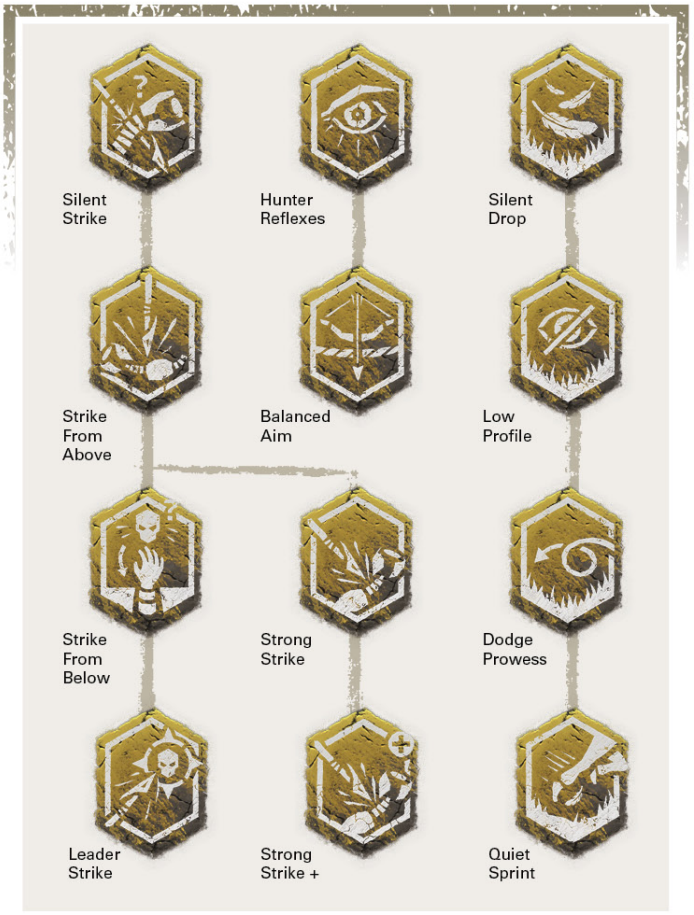
Unlocking Skills requires Skill Points, which you can earn by levelling up or through the completion of quests as you progress through the game. Each of the three disciplines of Skills are split up into three tiers, and the number of points required to unlock Skills increases as you work your way down through those tiers. Skills on the top row require only a single Skill Point to unlock, second row Skills require two points, and Skills on the bottom two rows need three Skill Points each. You should have a steady stream of Skill Points coming in as long you're doing a wide variety of content in the game, so you'll never be far from getting that next Skill. There are more Skill Points available than are needed to unlock all Skills, so you don't have to worry too much if you acquire one that you end up not liking.



PROWLER

The Prowler group of Skills focuses on improving your stealth and tactical gameplay options by providing you with a wealth of new abilities that let you control when, and how you engage enemies. Being able to move around undetected or silently take down strong opponents lets you become a ghost while hunting – proper usage of these Skills will ensure that no enemy ever sees you coming.





SILENT STRIKE



Skill Details

Activation Range	6m
Works On	Small/Medium machines & normal Human Enemies
Base Damage	Machines: 300 Humans: 400

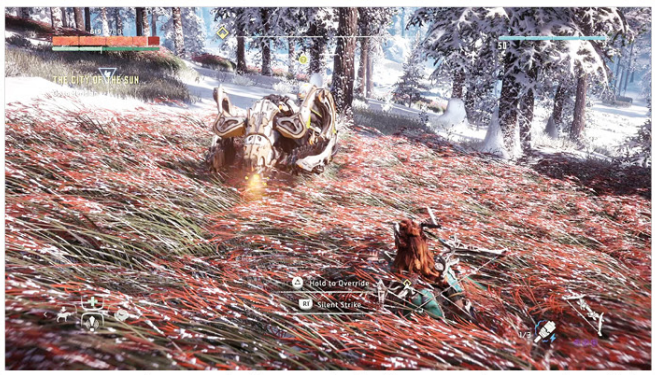
Silent Strike is a melee Skill that allows you to instantly kill most Small machines and Human enemies that are not fully aware of your presence. If used against Medium machines it will inflict a large amount of damage. This ability is one of the strongest tactical options you can have at your disposal; it allows you to strategically pick off enemies in the order you choose, without alerting others and getting into open combat – it lets you dictate the pace of combat.

The range at which you can activate the Skill can allow you to get out of some potentially dangerous situations, due to the time it takes for an enemy to become fully aware of you. Even once an enemy spots you and its Alert Icon turns red, it takes a second or so for it to become fully aware, and during that time you can still land a Silent Strike. If you're approaching an enemy from behind and it begins to turn towards you, you can often get close enough to use this Skill before it becomes fully alert by sprinting or sliding into range.

When used in conjunction with the Lure Call Skill (and patches of tall grass) it will allow you to take out large groups of enemies with little risk of alerting any of them. During its animation you're still considered to be in Stealth, so you don't need to worry about other nearby enemies spotting you.



To use the Skill, you'll need to either approach an enemy from behind while crouched so that it doesn't detect you...



...or be concealed in a patch of tall grass, and once you're within 6 meters, an R1 prompt will appear on the screen.

As you encounter higher level versions of enemies (or play on a higher difficulty setting), you'll find that foes you were previously able to kill with this Skill may start surviving. You should get into the habit of always checking an enemy's level, and paying attention to how much damage you're dealing with this Skill to ensure you don't end up using it on something you can't kill and alerting other enemies to your presence. While the upgrades to your Spear will not have an impact on the damage this Skill deals, you can increase it via the Strong Strike Skills. Those increases may be small, but they can be enough to kill enemies that you otherwise couldn't.

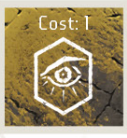


If you use this Skill on an enemy outside of tall grass, you'll be left exposed after it completes its animation...



...try waiting for the enemy to enter the tall grass before using the Skill to avoid being detected.

HUNTER REFLEXES



Skill Details

Time Dilation	50 %
Recharge time	None
Activated During	Jump or Slide

After acquiring Hunter Reflexes, any time you jump or slide with your weapon drawn, time will automatically slow down (without any further inputs required). Jumps and slides are already good ways of initiating combat with enemies, and with the added time dilation from this Skill, hitting enemy Components or Weakpoints as you close in will be even easier.

The duration of this effect is entirely dependent on the length of your slide or jump, so jumping from higher ground or sliding downhill will let you slow down time for longer. Also, unlike Concentration, this Skill has no 'recharge' time, so you can keep activating it by stringing together a series of jumps or slides to keep the dilation effect going indefinitely.

The Skill activates via the raising of your weapon – if you already have your weapon ready before you jump, you will be able to take advantage of the effect for much longer, since no time will be wasted raising it while you're in the air. Using the ability from a slide and then following with a jump works very well, since you can naturally flow between them in that order without lowering your weapon. Against bigger enemies you can even use this process to circle around them or keep weakpoints in view, as you'll have more time to react to their movements.



When Concentration ends, quickly sprint into a slide, aim your weapon again to activate Hunter's Reflexes, and then jump near the end of your slide to keep the effect going...



...by the time you land from your jump, Concentration should be about ready to go again and you can repeat the process.

SILENT DROP



There's nothing worse than jumping down from a ledge, only to land near an enemy you didn't know was there – even if they're not facing you, the sound from your landing will alert them to your presence. Acquiring this Skill means you'll never have to worry about that situation ever again. All noise generated from landing after a fall, regardless of the distance you fell or if you dropped from a slip-line, will be completely eliminated with Silent Drop. As long as you don't land directly on top of an enemy, you will never be detected.



With this Skill you can jump down behind enemies you couldn't otherwise reach quietly...



...and then sneak up behind them for an easy Silent Strike kill.

When used in conjunction with Quiet Sprint this Skill will also allow you to move through the world with a greater degree of freedom, letting you move past enemies or get close to Wildlife much more easily.

Strike From Above



Skill Details	
Works On	Small machines & normal Human Enemies
Base Damage	400

Strike from Above does exactly what its name implies – you'll gain the ability to drop down onto an enemy and deliver a powerful strike, instantly killing most Small machines and human enemies. With an enemy below you, center your camera on them and you'll get an R1 prompt to initiate the attack. The enemy does not need to be directly below you for this; you have a few meters' horizontal leeway, but there is a 15m limit on the vertical distance from which you can trigger the skill. You do, however, need to be a few meters above the enemy before you can use Strike from Above. Jumping up while standing beside them will not let you use it.

If the enemy won't come close enough for you to activate the Skill, it's worth noting that you can use it in midair after a jump (if you're still high enough). Unlike Silent Strike, this Skill can be used on enemies that are aware of, or even actively engaged in fighting you.

You can also use Strike from Above while sliding down a Slip-Line that goes over an enemy, but if you want to use it from a normal rope, you'll need to invest in the Balanced Aim Skill first. One of the greatest benefits of the Skill is the fact that you'll take no fall damage from using it, regardless of how high you were when you activated it. It also deals more damage than Silent Strike, so you can kill some enemies with it that would survive a Silent Strike. Since Strike from Above is also totally silent, you can even use it when other enemies are nearby.

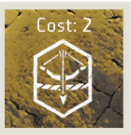


If you keep the enemy centered in your view, you can sprint and jump off a ledge to use the Skill while you're airborne.



Once you obtain the Leader Strike Skill, you'll be able to use Strike from Above on Heavy and Elite Human enemies – this is great when combined with Strong Strike Skills.

Balanced Aim



Normally, the tactical options available to you while you're running across a rope are quite limited, but once you acquire this Skill you'll be able to do nearly everything that you could do on solid ground. You can used ranged weapons, throw Rocks or deploy Traps.

Despite the fact that you're not standing on solid ground, even the Ropecaster can be used while perched on a rope – the second anchor point is simply fired into the ground below you. You'll also gain the ability to use the Strike from Above Skill (if you have it unlocked) while you're on a rope, useful in situations where the rope crosses over an enemy patrol route.



Since being on ropes often gives you a good vantage point, the potential uses should not be underestimated.

LOW PROFILE

Cost: 2

Skill Details

Base Crouched Stealth Value	10%
Augmented Crouched Stealth Value	20%

Crouching naturally reduces the enemy's ability to see you, even outside of tall grass. With this Skill you can further enhance that value, making it harder for them to detect you. The increased Stealth is primarily noticeable when dealing with an enemy's peripheral vision.

Not only does this make it much easier to close in on enemies for Silent Strikes and Override attempts, but it will also allow you to move between enemies or patches of tall grass with much less risk. If you're using an Outfit or Modification to further increase your Stealth capabilities, you can be practically undetectable unless an enemy is looking directly at you.



Once you acquire this Skill, you'll often be able to move alongside enemies without being detected in situations where you would have been before.

STRIKE FROM BELOW

Cost: 3

Skill Details

Works On	Normal Human Enemies
Damage	400

Strike from Below, as the name suggests, allows you to use a strike Skill on any normal Human enemy that is above you while you're hanging from a ledge. One of the more common places you'll be able to make use of this Skill is while raiding Bandit camps, because it can be used to take out enemies standing atop guard towers.

It's worth remembering that you can use Lure Call while hanging from a ledge. If you find a good positon in an enemy fort or outpost, you can hang off the ledge and bring them towards you one at a time for easy kills. Since there will be no bodies left on the floor above you, they won't even become suspicious as they approach. Like Strike from Above, you can use this Skill even if the enemy is aware of your position.

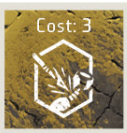


Make sure you activate it as soon as possible while an enemy is coming towards you, because they'll see you when they get close enough.



STRONG STRIKE / STRONG STRIKE +

The Strong Strike Skills allow you to increase the damage you deal with all other strike Skills. The first level gives an increase of 15% and the second a 30% increase over the base damage. They do not, however, increase the damage of the normal R1 and R2 attacks with the Spear, or the damage dealt with the Critical Hit Skill. If you use the strike Skills a lot, then these Skills can be a worthwhile purchase. They are also considerably more important if you're playing on higher difficulties.



Skill Details	Base Damage	Strong Strike	Strong Strike +
Silent Strike	300	345	390
Strike from Above	400	460	520
Strike from Below	400	460	520



This Skill is especially useful towards the end of the game, where the damage increase often means the difference between killing an enemy or not.

DODGE PROWESS



Skill Details	Normal	Long
Distance Covered	4m	8m

By purchasing this Skill you'll gain the ability to use a second type of Dodge Roll in addition to the normal one by using different input commands: tap ◎ and you'll do a normal Roll, hold it and you will do a long Roll that covers twice as much ground. Both Rolls have the same amount of invincibility during their startup, which means that in most circumstances you don't need to be too precise with your inputs, because either Roll will get you out of most situations.



The extra distance can also be useful for getting around to the side or back of larger machines when you're trying to hit specific Components.

The long Roll really shines when you're trying to avoid attacks that cover a large area or are active for long periods of time. A Charge from a large Trampler, for example, or the Tail Swing of a Thunderjaw are much easier to evade using a long Roll, since it will allow you to get clear of the attack in situations where a normal Roll wouldn't.

Leader Strike

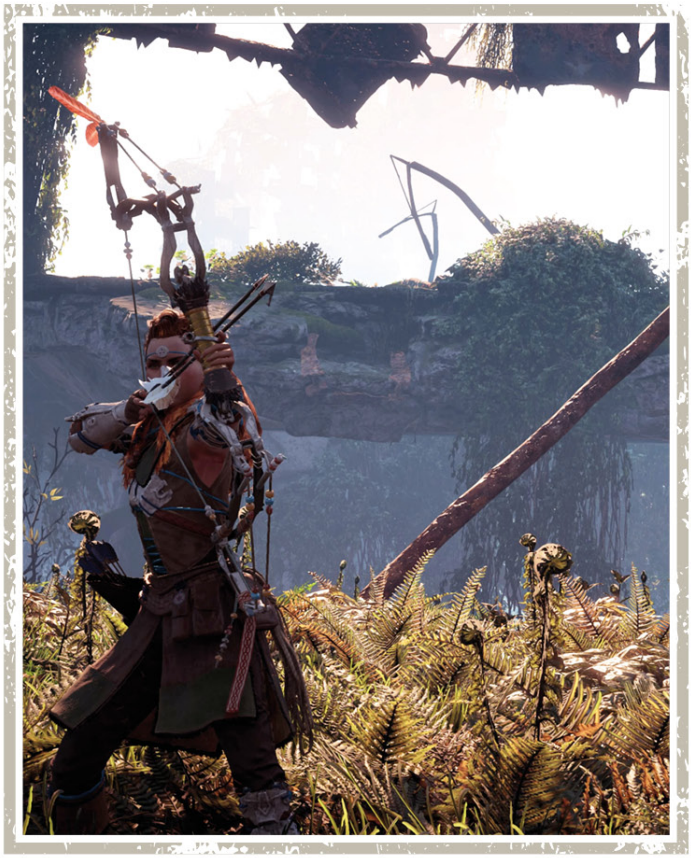
Cost: 3

Skill Details

Skills Effected	Silent Strike, Critical Hit, Strike From Above & Strike from Below
Enables Strikes on	Heavy & Elite Human Enemies

Heavy or Elite human enemies are strong enough that they're naturally resistant to Critical Hits and the strike Skills, so if you want to use them on those enemies, you'll need to hone your abilities by acquiring the Leader Strike Skill. All of the Strike Skills work in the exact same manner as they normally would against machines, including dealing the same amount of damage. This Skill merely allows you to use them on this class of enemies.

As you progress through the game you'll encounter more and more Heavy and Elite enemies. Having the ability to take them out quietly with a Silent Strike, or to use a Critical Hit while they're prone is extremely useful. Taking out these dangerous enemies first while remaining undetected will also allow you to secure the Heavy Weapons they often wield – this can provide such a strong tactical advantage before entering open combat that it's enough on its own to recommend this Skill.



Quiet Sprint

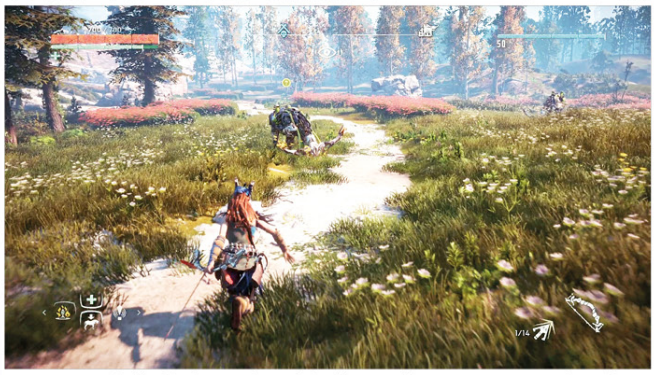
Cost: 3

Skill Details

	Normal	Quiet Sprint
Sprint Detection Range	20m	10m

The sound generated while sprinting is one of the most common causes of enemies becoming alerted to your presence, so learning the ability to tread lightly and cut the noise in half could save a lot of unnecessary battles. Being able to get within 10m of enemies while sprinting will allow you to move through groups of them much faster, reducing the risk of one of them turning around and spotting you.

The fact that you can get that close to enemies also opens the door for more aggressive use of Skills like Silent Strike that have a generous activation range. There's only 4m of ground to cover between an enemy first starting to hear you sprint and the edge of the range at which you can activate a Silent Strike – that ground is easily covered with a quick slide. This is a combination that can instantly avoid a potentially dangerous battle.



Quiet Sprint to about this distance from an enemy and you'll see their Alert Icon start to fill…



…then activate your slide, and use a Silent Strike before they can fully turn around.



Brave

Brave Skills all revolve around expanding and honing the hunting abilities that all Nora Braves tirelessly train to master. Through these Skills you will be able to significantly increase the amount of damage you can inflict upon enemies, while also reducing the time it takes to deal that damage.





Concentration
Concentration +



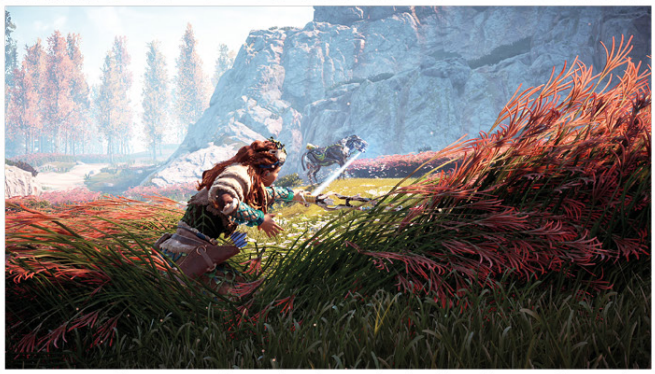


Skill Details	Concentration	Concentration +
Full Duration	6 Seconds	12 Seconds
Full Recharge Time	6 Seconds	12 Seconds
Time Dilation %	50%	

With Concentration, while you have your weapon aimed you can click R3 to activate the Skill and slow down time for a short period. The duration of the Skill is shown as a crescent-shaped indicator bar to the right of your targeting reticule, so it's always easy to see.

You can stop the effect at any time by either clicking R3, or lowering your weapon. Regardless of how long you had the Skill active, once it either runs out or you stop it you'll have to wait for the bar to refill before you can activate it again. The length of time it takes for that bar to fill depends on how long the effect was active – it's important to deactivate it as soon as possible, to make getting a full charge back quicker. This is especially important if you're just trying to land a headshot with a Precision Arrow on a single human target; as soon as the arrow is released, deactivate Concentration while you acquire your next target.

You can choose when to activate Concentration after aiming your weapon. In the case of the bows, it's best to draw back the string before activating it. The time saved by drawing the string first will allow you to unleash more shots



Since most of your time in combat involves the use of ranged weapons, purchasing these Skills should be considered all but mandatory…



…everything moves much slower while time is dilated, making lining up shots on specific Components much easier, and giving you more time to react to enemy attacks.



If you're hiding in tall grass, the extra zoom can cause the grass to obscure your view…



…stick to the back or sides of tall grass patches to minimize the effect the grass has on your view.

during Concentration, leading to more hits on enemy Weak-points or Components. Since you're more focused during Concentration, the camera will also zoom in to give you a tighter view of the area you're aiming at, further increasing your ability to accurately hit smaller targets.

Everything is slowed down during Concentration, including your reload speed, so weapons with a naturally faster fire rate tend to perform better under its effects, since you'll be able to get more shots off. You can offset the speed of your reload with the Fast Reload Skill, which essentially lets you reload at normal speed, while everything else is slowed down.

While you'll use Concentration most often with bows, other weapons should not be ignored, especially once you have Fast Reload. High burst-damage weapons (like the Rattler at close range) can be extremely deadly when used during Concentration, and placing Tripwire anchor points on either side of an enemy is much easier when it's moving slower.



Against an unaware target, line up and fire your first shot, then activate Concentration while drawing the string back for your second shot…



…this way, as the target starts to move and react to you, you slow down time to accurately place your follow-up shots.

Critical Hit / Critical Hit +

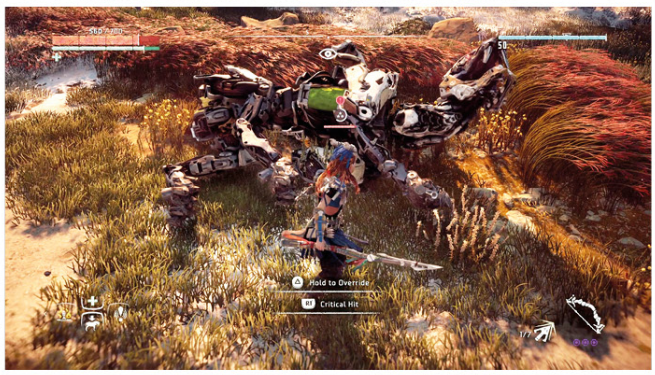




Skill Details	Critical Hit	Critical Hit +
Damage	200	250
Works On	Small / Medium machines, normal Human enemies	

Not to be confused with the damage modifiers from hitting an enemy Weakpoint, Critical Hits are close-range strike Skills that you can use on many enemies while they're in a prone state. Get close to an enemy that's either been knocked down, tied down, or stunned from Shock Severity build-up, and you'll get an R1 prompt to initiate the Skill. The most basic use of these Skills is to finish off small enemies like Watchers that you've knocked down with your Spear's R2 – once you move up to prey that has more health, more care should be taken with its use.

While some of the ranged weapons can deal more damage to a prone enemy than a Critical Hit, the strength of this Skill lies in its consistency. You needn't worry about your positioning when using a Critical Hit, or trying to line up shots on Components while avoiding Armor Plates – you know that once you hit R1 you're going to get a substantial amount of damage. As with the other strike Skills, if you want to use this on Heavy or Elite human enemies, you'll need to acquire the Leader Strike Skill.

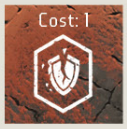


The damage inflicted by a Critical Hit significantly reduces the amount of time the enemy is in their prone state…



…so it can often work out better to use another form of damage first, and then initiate a Critical Hit just as the enemy is about to recover.

Precision / Precision +





Skill Details	Precision	Precision +
Chance to remove Armor/ Components	Spear Tear value x2	Spear Tear value x4

The basic Spear's low Tear rating coupled with the fact that it's difficult to hit an exact spot while up close, makes it a poor option for removing Components. If you invest in both of these Skills, however, you'll be quadrupling its Tear value. It then becomes a much more attractive proposition – especially against enemies that have been knocked down or tied down.

These Skills really start to shine, however, when you obtain Sylens' Lance. It has a significantly higher base stat for Tear damage, giving greater gains after being multiplied. You'll still have to deal with trying to hit the Components you want on some of the bigger machines, but if you can bring them down to your level, Sylens' Lance with these Skills can shred parts off them extremely quickly.



You can use it to take off Components and Armor Plates while dealing a decent amount of damage.

HEAVY LIFTER



Skill Details	Normal	Heavy Lifter
Movement Speed	2.6m/s	3.7m/s

During the early stages of the game you'll likely pick this up on the path to Concentration +. It may not seem very useful early on, since you'll rarely run into enemies (either human or machine) from which you can obtain Heavy Weapons. As you progress however, such enemies become more and more common, and the benefits of this Skill will start to become apparent.

Heavy Weapons are among the strongest weapons in the game, and their main downside is the fact that they severely limit your movement speed – exactly what this Skill allows you to offset. An extra meter per second may not seem like a lot, but it will allow you to move in and out of cover a lot faster, which can mean the difference between life and death.



There will be times when you'll want to take a Heavy Weapon with you between fights or objective points...



...and that'll be a much less painful process when you have this Skill.

DOUBLE SHOT / TRIPLE SHOT



With these Skills, you'll be able to nock an additional one or two arrows with any bow by pressing R1 while aiming the weapon. When you fire the arrows, they all get released at the same time and fly with pinpoint accuracy to wherever you were aiming. The nocked arrows work based on the ammo type you have selected, not the weapon in general. This means that additional nocked arrows will persist when you change weapons, but if you change the ammo type on the weapon with the nocked arrows, the additional shots will be removed.

The act of nocking additional arrows is faster than firing consecutive shots on some of the bows. During Concentration it can be worthwhile nocking Double or Triple Shots before firing, because you'll actually end up releasing more arrows in a shorter period.

Most ammo types, regardless of weapon, see a significant boost in effectiveness through these Skills – they allow you to do things you otherwise simply couldn't. Load up multiple Precision Arrows and you can take down a Heavy Human enemy in a single headshot so you stay concealed. A Double or Triple Shot Tearblast Arrow will take most of the Components off a machine in a single hit, and stacking elemental arrows will allow you to maximize the Severity build-up on your first shot.



If you have multiple bows on your weapon wheel, you can pre-load them all with Double or Triple Shots, so that they're all ready to go once you start fighting.

Knock Down



The Knock Down Skill is incredibly powerful and can fundamentally change how you approach some enemies once you acquire it. The degree to which it increases the knock-down ability of your Spear's R2 attack is such that you'll go from not being able to knock down some machines at all before killing them, to being able to do so in only one or two hits. Nowhere is this more evident than against the hyper-aggressive Ravagers; without this Skill you're unable to knock them down with your Spear, but with it, a single hit is all it takes.



Even Tramplers and Bellowbacks can be knocked over with this Skill, making it much easier to hit their Components.

Since you're often having to deal with enemies like the Ravager up close because of how keenly they pursue you, hitting them with your ranged weapons can be difficult. With the Knock Down Skill you can hit them with an R2 to totally control the fight – either create easy damage opportunities, or giving yourself time to back away.



Fast Reload



Skill Details

Cuts reload speed in half during Concentration

Under normal circumstances, every action you take while under the effects of Concentration will take twice as long as usual to complete, due to the slowdown effect. This means the fire rate of all your weapons is also slowed down. Fast Reload, however, will cut the time it takes to reload weapons in half during Concentration, effectively doubling your rate of fire, and your potential damage output.

It's worth noting, that the Fast Reload Skill is an upgrade to the Concentration Skill only. Your reload speed during a jump or slide with Hunter Reflexes will not see any improvement. This places yet more emphasis on Concentration as a critical combat Skill, and means that managing your Concentration meter is even more important.



With bows the act of nocking arrows is sped up, allowing you to fire off consecutive shots at a greater rate.



For weapons like the Rattler, the time required to load a new magazine decreases.

FIGHTING BACK



Skill Details

Health Threshold	30% or less
Damage Increase	Damage of Spear R2 is doubled

Fighting Back will give you a boost of damage while your health is low, so that you can finish off an injured opponent during a difficult battle. The Skill's main drawback is that you need to be below 30% of your overall health before you see the benefits, which makes it quite dangerous to use at low levels when you only have a small amount of health to work with. As you continue to level up and your overall health pool grows, so too does the 30% that you have to work with. This results in it being a much more viable and useful Skill later in the game.

The use of Health Boost Potions can make this Skill even better. They will give you a temporary health boost, while keeping your 'real' health below 30% – allowing you to reap the benefits of the Fight Back Skill.

Once you start to stack all of these extra defensive measures on top of your larger health pool at higher levels, you can actually plan combat encounters around using this Skill by intentionally staying at lower health. If you also have the Knock Down Skill, taking out enemies with Spear R2 attacks becomes a very quick and safe process, since enemies will be spending most of the time knocked over. Once you add Sylens' Lance into the mix for even more damage, this aggressive up close playstyle becomes especially deadly.



The Shield-Weaver Outfit is an ideal companion to this Skill…



…it will allow you to totally mitigate a large amount of damage, giving you a safety buffer.



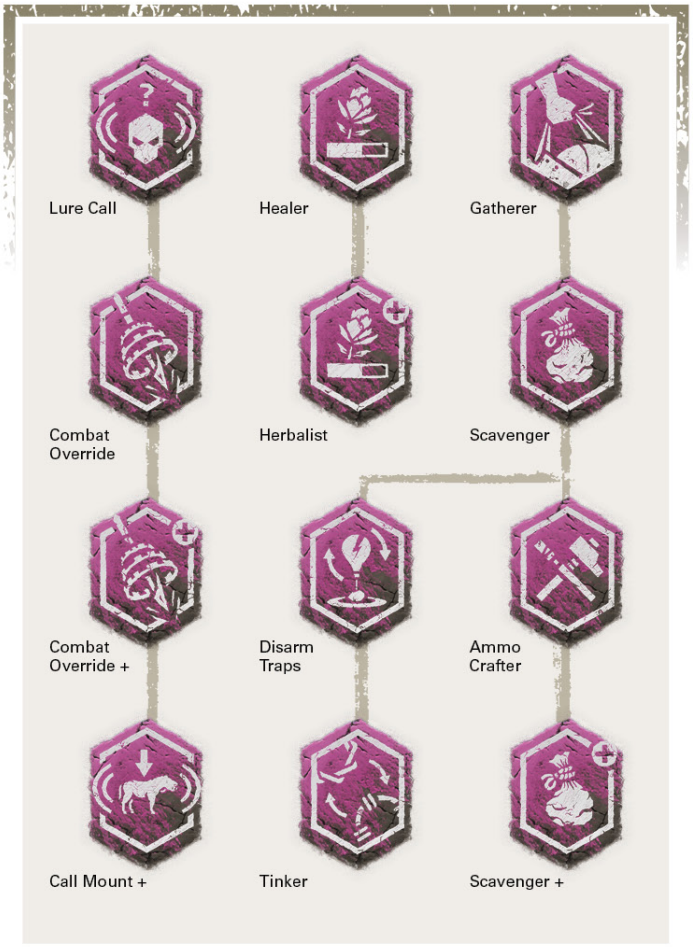


FORAGER

The Forager Skills are for players who want to make sure they never run out of valuable Resources for crafting upgrades or ammo. Acquiring all of the Resources to ensure that you can keep using your favorite ammo types can be a lengthy endeavor, especially during the early stages of the game, and these Skills are designed to ease that process.

The earlier in the game you acquire these Skills, the more benefit you will get from them during your playthrough, both in terms of time saved and for creating a stockpile of reserves to ensure you never run out of anything. Extra Resources you acquire can also be a very good means of additional income – you'll always have more things that you can sell to Merchants, allowing you to buy additional equipment much sooner.





LURE CALL



Skill Details

Range	60m

With Lure Call, Aloy uses her hunting knowledge to generate a targeted sound that's guaranteed to get the attention of both man and machine. Once you acquire this Skill, the Lure Call icon will appear in your Tool selector. If you look directly at an enemy that is within 60m of you, pressing ↓ will make Aloy whistle. The enemy that you

whistled at will then start making its way towards you to investigate the source of the sound.

Used normally, the Skill will target the enemy that is most centered in your view. To avoid ever accidentally luring the wrong enemy, it's a good idea to get used to aiming your weapon at the intended target before using the Skill. This ensures no other enemy is lured by mistake if your camera angle is slightly off. Keep in mind that the target must be in direct line of sight – if it's behind any kind of obstacle the Skill won't work, even if you're highlighting the enemy with your Focus. You'll be able to tell when the Skill won't work, because when you try to use it a red cross will appear over the icon.

With this Skill you can pick enemies out of a group and lure them towards you one at a time while you're hidden far away in a patch of tall grass. By singling out the enemies in this manner and bringing them close to you, you open the way for easy Silent Strike kills on smaller enemies or Override attempts without the inherent risks that come from open combat. Since there's no cool-down time or limit on the amount of times you can use this Skill, you can keep luring single enemies out of a group and picking them off one at a time. This method may not always be the fastest way to kill every enemy in an encounter, but it does offer a much greater degree of safety and control than open combat.

You also gain a lot of tactical options from being able to pick and choose which enemies within a group you want to draw away from the others. Luring a Heavy human towards you so that you can safely obtain their Heavy Weapon is a good example of this.



Lure Call can be used to easily line up shots on enemy Weak-points, because they will turn to face you and walk directly towards you…



…this is an especially useful tactic for lining up a shot to the Eye of a Watcher.

Cost: 1

Skill Details

Base Heal Speed	22 Health per Second
Healer Speed	66 Health per Second

Healer

The main drawback to healing via the Medicine Pouch is that the health you regain is delivered slowly over time. This makes it less than ideal during combat, when you often need the health instantly. This Skill triples the rate at which the Medicine Pouch heals you.

With the healing rate amplified so much, the Medicine Pouch becomes a very effective means of healing during combat, and is no longer relegated to non-combat situations. The extra speed means that you get health quickly enough to offset the need for potions, and you'll be able to reap all of the other benefits that the Medicine Pouch offers, such as its ability to continuously heal you through persistent damage.



Using the Medicine Pouch during Concentration is great when a battle is about to get out of hand.

Gatherer



Skill Details

Plant Type	Base Amount	With Gatherer
Medicinal Hintergold	10%	12%
Medicinal Valley's Blush	12%	14%
Medicinal Salvebrush	15%	18%
Medicinal Ochrebloom	16%	19%
Medicinal Wild Ember	20%	24%
Medicinal Grey Omen	20%	24%
Ridge-Wood	An extra 2 every time you gather some	

If you're constantly using your Medicine Pouch to top up your health between encounters, then you're going to find yourself having to gather a lot of Medicinal Plants to keep it full. The Gatherer Skill lets you draw more of a plant's medicinal properties out of it every time you gather one, leading to a greater percentage being deposited into your Medicine Pouch. Since you're getting more out of every plant, it will take fewer plants to full your pouch, allowing you to spend less time gathering them.

As an added bonus, the Gatherer Skill also works with Ridge-Wood, giving you an additional two useable stems from each plant. That amount can really start to add up when you're gathering multiple plants, and you can never have too much Ridge-Wood for crafting arrows. The Skill does not extend to other plants, however, so those required for crafting Resistance Potions will not receive any boost.

Combat Override / Combat Override +





Skill Details

Base Duration	2 Minutes
Combat Override	3 Minutes
Combat Override +	Indefinitely

Outside of the three mountable machines, the Override state on all other machines is only temporary, which means you constantly need to keep an eye on the timer above them during combat, so that you know when it's going to run out. Through these Skills you will not only be able to extend that time, but with Combat Override + you can remove it altogether and make every machine you Override remain in that state indefinitely.

Without the pressure of having to pay close attention to enemies that you have Overridden, you can stay focused on the enemies that you're actually fighting, reducing the risk of getting hit significantly.

Similarly, if you're trying to complete objectives for a quest, being able to Override the machines in the area and never having to worry about them afterwards makes that a much simpler process. The only real limits to the possibilities with Combat Override + are the time it takes for the Override ability to recharge, and the fact that once you move far enough away, the enemies will eventually revert back to their original state.



When used in conjunction with Lure Call, you can pull dangerous enemies away from any other enemies they happen to be close to…



…and then Override them with no chance of them sneaking up behind you afterwards.

HERBALIST



Skill Details

Base Capacity	2 Health Bars
Herbalist Capacity	4 Health Bars

The Herbalist Skill doubles the maximum capacity of your Medicine Pouch so that you can accumulate a total of four meters worth of health instead of the usual two. Both of the additional meters are represented with the same green plus sign as the normal ones, but at max capacity you will be able to see four instead of two.

This extra Medicine Pouch capacity basically gives you a larger cushion of healing power that you can make use of if you're having difficulty during an encounter. Filling the pouch will take longer, but the peace of mind that comes from knowing you have all of that healing potential there when you need it cannot be underestimated.



The extra capacity will let you make more use of technically 'free' heals, and cut down on the cost of buying or crafting Healing Potions.

SCAVENGER / SCAVENGER +





Skill Details

	Drop Rate
Scavenger	10%
Scavenger +	20%

When you acquire the Scavenger Skills, an extra item called a Machine Scavenger Box is added to the potential items that you can loot from machines you've defeated. This box works in the same manner as other boxes in that the contents are not given to you straight away when you loot an enemy – you'll have to go into the 'Treasure Boxes' section of your inventory and open it to see what's inside. The contents of the box can be anything that could have normally dropped from the machine you obtained it from. So, if a machine has no chance of dropping Echo Shells, you won't be able to get them from a Machine Scavenger Box you looted from it.

Any Resources that you do get from one of these boxes, however, will be in a significantly larger amount than you would normally be able to obtain. Resource are not the only things you can get from the boxes: Machine Cores, Weapon Modifications, Outfit Weaves or other special items can all be obtained. What this essentially means is that with each box you get, you have an extra chance at getting the best items from a machine, including those desirable Very Rare Modifications.



Machine Scavenger Boxes also make it a bit easier to manage your Resources when your capacity is getting near its maximum.

Disarm Traps



Skill Details

Works With	Tripwires, Shock Traps, Blast Traps, Proximity Blast Traps, and Proximity Mines from the Blast Sling

Normally, once you place a trap on the ground, all of the Resources that went into buying or crafting it will be lost if the enemy doesn't happen to trigger it. With the Disarm Traps Skill this is no longer the case – you'll gain the ability to pick up and reuse them. Once you've acquired this Skill, any Trap or Tripwire you place will have a loot icon above it to show that it can be picked up, and if you walk close to it, you'll get a △ prompt to do just that.

Not only does this save you the Resources of having to craft or buy more Traps to replace the unused ones, but it also means you can be less frugal when setting them up in the first place. Rather than trying to predict exactly where enemies will approach from or where you need to lure them, you can simply lay down Traps much more liberally around the area, knowing that you can pick up the unused ones.



This is far from an essential Skill, but it does lead to more experimentation – often with explosive results!

Ammo Crafter



Skill Details

	Normal	Ammo Crafter
Ammo Pack Size	2	3
	5	6
	10	12
	25	30

Constantly crafting ammo to make sure your reserves are full is not a particularly slow process, but acquiring all of the Resources to be able to the crafting in the first place can be. The Ammo Crafter Skill lets you make better use of the Resources you do have by generating more ammo from them every time you craft a pack.

Since you're going to be crafting a lot of ammo as you play through the game, a significant amount of Resource-gathering time can be saved by acquiring this Skill. The additional amount will vary depending on the size of the ammo pack you're attempting to craft, but you'll always be getting essentially free ammo. If you're good at planning ahead and avoid engaging enemies when you're not fully-stocked then you may see smaller returns from this Skill.



If you're the type who likes to explore freely and charge into battle, then this Skill can help to keep you alive.



Call Mount +



The Call Mount Skill permanently adds the Call Mount option to your Tool selector, regardless of whether or not you've Overridden a mountable machine. When you activate the Skill, an Overridden mount will appear nearby and come running towards you ready for action. The exact mount type that is summoned is determined by which mountable machine site you're closest to, so by picking where you use the Skill you can get the exact one you want. If you kill a machine that you summon in this manner it will not drop any loot. It will still give you XP, but farming XP this way is not particularly efficient.

In addition to giving you the ability to quickly get a mount (almost) any time you like, this Skill also lets you have constant access to a partner that you can bring into combat situations. You can even use this Skill while you're actively engaged in open combat – a powerful tactic for drawing the attention of other machines away from you. The normal restrictions on when and where you can bring mounts do still apply, however, so you won't be able to make use of them during encounters that take place indoors.



In combat, as soon as your mount gets destroyed you can immediately summon another to your side again.

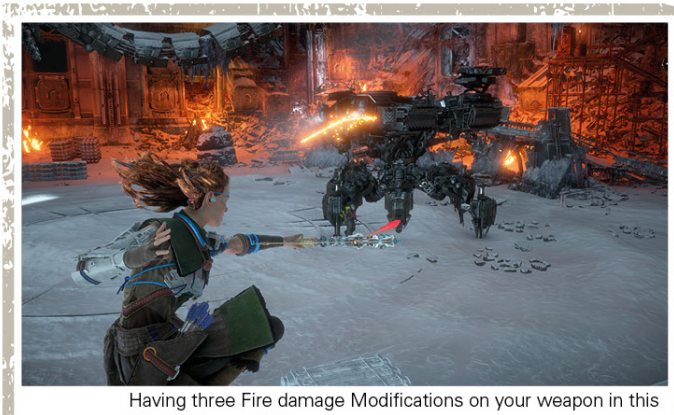


Tinker

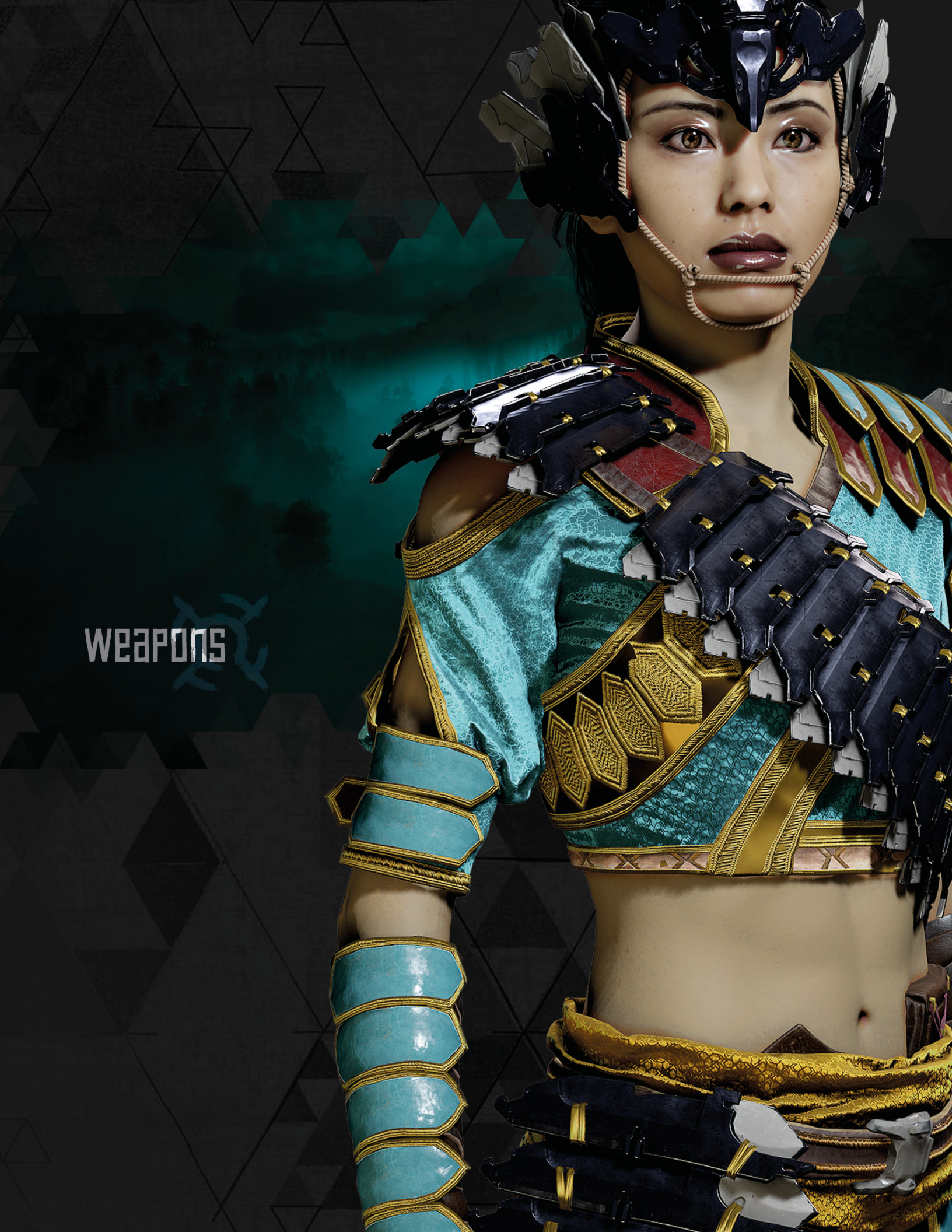


Like the great Oseram Tinkers that it's named after, this Skill allows you to play around with Modifications by picking and choosing which ones you want in any Weapon or Outfit at any given time to best suit the situation. Normally, once you place a Modification into a Weapon or Outfit it is locked in place – you cannot remove it, and if you attempt to insert anther one in an occupied slot, the old one gets destroyed.

Once you have this Skill, however, Modifications can be freely removed at any time, and if you insert one into an occupied slot, the old one is simply returned to your inventory. Regardless of what Outfit you're wearing, if you find yourself in need of some extra resistance of any type, you can just swap in some mods to help you through the fight, and then go back to your normal set afterwards. Similarly, with weapons, if you like stacking elemental mods, you can change them up depending on the types of enemies you happen to be fighting at the time.



Having three Fire damage Modifications on your weapon in this situation is a real luxury.


weapons

SPEAR



The Spear is Aloy's only melee weapon, and you'll be reliant upon it for close-quarters combat and stealth kills. While the Spear ignores enemy armor and is effective against thick-skinned opponents, its damage is not multiplied when striking weak points. Spear attacks inflict moderate amounts of Tear in addition to their standard Damage, enabling you to dislodge Components and armor without using up ammunition **[→▭ 1]**. This benefit can be further improved by learning the 'Precision' and 'Precision +' Skills. A Quest-related Damage upgrade and a variety of other Skills such as 'Strong Strike,' 'Knock Down' and 'Fighting Back' also augment this weapon's capabilities in various ways.


1

The Spear is essential for performing the 'Silent Strike' Skill during stealth operations and serves as your last line of defense against highly-aggressive machines like Sawtooths and Ravagers, which will constantly rush in and pressure you with melee attacks. Learning the 'Knock Down' Skill is a crucial countermeasure against such enemies as it enables you to incapacitate them with one or two heavy swings, buying time to either establish distance or follow up with a Critical Hit. This strategy is even more effective on human opponents as they are generally less resistant to knock-down attacks than machines: simply knock your target to the ground with a heavy attack, then approach and perform a Critical Hit for an instant kill against weaker humans **[→▭ 2]**.


2

NORMAL SPEAR

Attack Details

Attack Type	R1	Attack Type	R2
Damage	25	Damage	75
Roll Cancelable	Yes	Roll Cancelable	No
Primary Function	Armor Removal	Primary Function	Knockdown
Tear	26	Knockdown Severity	100
Range	Short	Range	Medium
Time to Execute	15 Frames	Time to Execute	50 Frames

Knockdown Details

Machine Size	Small	Medium	Large
Knockdown Duration	8 seconds	10 seconds	12 seconds
Knockdown Damage Threshold	100	300	600

The Spear's heavy R2 attacks consist of a rising frontal slash followed by a descending overhead blow, making them ideal for use against individual enemies and smaller targets such as wildlife. While these attacks have a powerful knockdown effect on humans and small- to mid-sized machines, they also suffer from painfully long wind-up and recovery periods, making them particularly risky against hard-hitting opponents. As you progress through the game you'll find that ranged attacks quickly become more effective against the increasingly powerful enemies you'll face while the Spear is relegated to Silent Strikes, Critical Hits and knockdown attacks, but don't forget about it if you're forced into close combat – it can still save your skin in a pinch **[→▢ 1]**.

The Spear's light R1 attacks cover a 180° horizontal arc and are suitable for hitting tightly-grouped enemies, but they strike too high to reach smaller animals like foxes and raccoons. You can also use these attack while jumping for a downward slash, or while rolling for another horizontal slash that hits much closer to the ground than the standing version. These attacks deal low damage and do not stun enemies, but can be used to quickly eliminate targets that have only a little health remaining. It is possible to perform a roll during the windup phase of a light attack, which will instantly cancel the swing and enable you to reposition yourself; by taking advantage of this technique against aggressive enemies, you can minimize your commitment to combat actions that leave you vulnerable to counter-attack. R1 attacks are more difficult to aim than R2 attacks and have inferior tracking, but are better suited for quickly removing multiple Components from machine targets.


1

DAMAGE UPGRADE

Upgrade	R1	R2
Damage	25 > 35	75 > 85

Acquisition Info

Quest Reward: 'In Her Mother's Footsteps' (P.366)

After completing the Quest, 'In Her Mother's Footsteps,' Thok will reward you by sharpening your Spear, permanently adding a flat ten points to its Damage attribute. While it may at first seem unimpressive, this upgrade provides a modest boost to the damage dealt by Silent Strikes and Critical Hits, and can also reduce the number of swings necessary to defeat weaker enemies. This is the only direct enhancement available for the Spear and you may access it near the beginning of the game, so be sure to cash in on the upgrade at your earliest convenience.

OVERRIDE UPGRADE

Upgrade Info

Enables Overriding (grants PSI Overrides)

Acquisition Info

Quest Reward: 'Womb of the Mountain' (P.289)

You'll receive this Spear upgrade upon completion of the Quest, 'Womb of the Mountain,' along with the PSI Overrides. Overriding a machine temporarily switches its allegiance, causing it to attack any units hostile to Aloy while at the same time preventing its attacks from damaging her. The Override status will wear off after a short time (except in the cases of mountable machines, upon which it is


2


3

PSI Overrides

Watcher
Redeye Watcher
Strider
Broadhead
Charger
Tallneck

SIGMA Overrides

Grazer
Scrapper
Lancehorn
Sawtooth

RHO Overrides

Longleg
Trampler
Ravager
Shell-Walker
Snapmaw

XI Overrides

Fire Bellowback
Freeze Bellowback
Stalker
Glinthawk
Behemoth

ZETA Overrides

Rockbreaker
Thunderjaw
Stormbird

Cauldron Locations

SIGMA	P.469
RHO	P.473
XI	P.476
ZETA	P.480

Cooldown Time

20 Seconds

Override Times

Watcher	1.5 sec
Strider	2 sec
Grazer	2.5 sec
Scrapper	3 sec
Redeye Watcher	1.5 sec
Broadhead	2 sec
Lancehorn	3 sec
Longleg	4.5 sec
Trampler	5 sec
Sawtooth	4 sec
Shell-Walker	4 sec
Fire Bellowback	5 sec
Freeze Bellowback	5 sec
Charger	2 sec
Stalker	5 sec
Glinthawk	2.5 sec
Ravager	5 sec
Snapmaw	5 sec
Rockbreaker	5 sec
Behemoth	6 sec
Thunderjaw	6 sec
Stormbird	10 sec

permanent by default), but learning the 'Combat Override' Skill significantly increases its duration and upgrading to the 'Combat Override +' Skill extends the effect indefinitely. Bear in mind, however, that overridden machines are still vulnerable to damage sources originating from the player and will revert to hostile behavior if struck repeatedly by Aloy's weapons or Traps **[→▢ 2]**.

The PSI Overrides you'll initially receive along with this Spear upgrade cover only a basic set of machines; in order to expand your repertoire, you must infiltrate each of the four Cauldron facilities and Override the Core units found deep within. Each Cauldron Core holds information on a different set of machines, and only by accessing this data will you be able to Override machines of the corresponding types **[→▢ 3]**. Additionally, you may only Override machines that are either unaware of your presence or incapacitated by knockdown attacks, Tie Ropes or the Shock status. Once you've initiated the Override process by holding the △ button when prompted, your target will cease all action until either you have successfully completed the Override or been forced to abort the attempt by attacks from other enemies **[→▢ 4]**.


4

While there is no direct limit on the total number of machines that can be Overridden at any given time, the control unit's warm-up and cool-down periods prevent you from Overriding multiple targets in rapid succession. The duration of these phases depends upon the size of the target: smaller machines require less time, while larger machines require more. If you need to Override more than one enemy, especially larger targets such as Rockbreakers and Thunderjaws, be absolutely sure to locate any available cover and escape routes before making your move, and try your best to perform each Override while concealed by tall grass in order to prevent any other nearby enemies from spotting you before you can complete the process.

Sylens' Lance

Details

Attack Details	R1	R2
Damage	45	90
Tear	26	--
Shock Severity	--	25

Acquisition Info

Quest reward: 'The Mountain That Fell' (P.349)

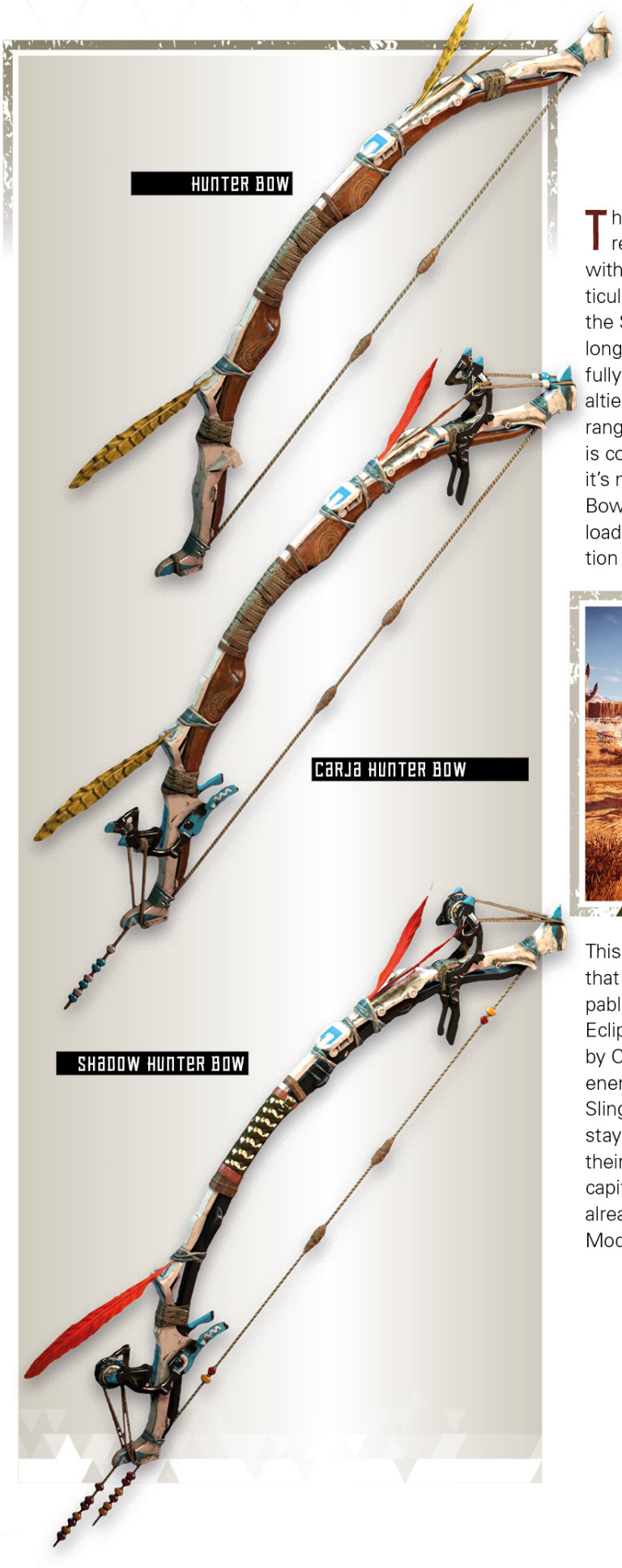


Sylens' Lance shares the same attacks as the Spear, but represents substantial increases in both the Damage and Tear attributes. This weapon's R1 combo is considerably stronger than that of its predecessor, but its greatest boons are the enormous power of its heavy R2 attacks and their additional effect of building up Shock severity **[→▢ 1]**. The Shock effect in particular makes Sylens' Lance an ideal tool for incapacitating even Heavy and Elite human units as well as a number of machines, especially combined with the 'Knock Down' Skill; repeated heavy attacks will Shock your target after a successful knockdown, rendering them helpless for extended periods of time and creating ample opportunities for Overrides, Critical Hits or follow-up attacks with standard weapons **[→▢ 2]**.





HUNTER BOW



The Hunter Bow offers average power with fast draw and reload speeds, evenly balancing damage per second with damage per shot. Its maneuverability makes it particularly useful in close- to mid-range encounters, although the Shadow model's Hardpoint Arrows are also suitable for long-range sniping. Arrows can be loosed quickly without fully drawing the string but will suffer heavy accuracy penalties as a result, making this tactic viable only at pointblank range; even with a full draw, this weapon's effective range is considerably shorter than that of the Sharpshot Bow, so it's not suitable for use at extreme distances. The Hunter Bow reaps vast benefits from the 'Concentration,' 'Fast Reload' and 'Double/Triple Shot' Skills, especially in conjunction with Damage or Handling Coils and Hardpoint Arrows.



This weapon's Fire Arrows are the only ammunition type that can trigger Blaze Canister explosions, and are also capable of detonating the Blaze Containers found throughout Eclipse dig sites as well as the portable Blaze tanks worn by Cultist Dredgers. Fire Arrows are essential for exploiting enemy weaknesses until you gain access to the Shadow Sling **[→▭ 1]**. Hardpoint Arrows, however, will be a mainstay of your arsenal all the way through the game thanks to their above-average Damage and Tear attributes. Be sure to capitalize on those strengths, as well as the Hunter Bow's already excellent Handling, by augmenting the bow with Modification Coils of those types.

Weapon Details

Weapon Details

Draw Time	0.57sec	Max Mods	0.285sec
Reload Speed	0.625sec	Max Mods	0.3125sec
Ammo per Pack	10	Crafter Skill	12
Quiver Capacity	20	Max Upgrade	60
Effective Range	70m	**Shot Type**	Direct

Weapon Types	Value
Hunter Bow	–
Carja Hunter Bow	**50**
Shadow Hunter Bow	**100**

Ammo Types & Modification Slots

	Hunter Arrow	Fire Arrow	Hardpoint Arrow	Slots
Hunter Bow	✓			1
Carja Hunter Bow	✓	✓		2
Shadow Hunter Bow	✓	✓	✓	3

Acquisition Details

	Obtained From	Cost
Hunter Bow	Accessible only during the Quest, 'Lessons of the Wild.'	–
Carja Hunter Bow	Automatically obtained at the start of the 'Point of the Spear' Quest; Tier 2/3/4 Merchants	Metal Shards ×50, Sparker ×5, Wire ×5
Shadow Hunter Bow	Tier 3/4 Merchants	Metal Shards ×650, Watcher Heart ×1



Although the range on the Hunter Bow is not as good as the Sharpshot Bow, it can still be a respectable sniping weapon.



Fast draw speed makes the Hunter Bow ideally suited to jump shots.

Arrows



Hunter Arrows are the most basic source of standard Damage and are Aloy's only means of ranged attack during the game's introductory Quests. For most applications they'll be supplanted by Precision Arrows after you gain access to the Sharpshot Bow. Hunter Arrows are cheap to craft and can still be used as a contingency option when you run out of more effective ammunition, but quickly become obsolete as your arsenal expands – their low Damage requires focused efforts to target enemies' weak points in order to achieve results comparable to other projectiles, and both Precision and Hardpoint Arrows serve identical purposes with universally greater efficacy.

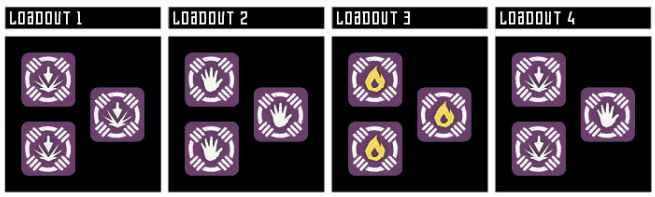


Fire Arrows deal minor Fire damage and modest Fire Severity build-up, and are effective against the wide variety of enemies vulnerable to Fire. The Hunter Bow's respectable Handling enables you to shoot these arrows in relatively quick succession, rapidly building Fire Severity on your target or triggering Blaze Canister explosions from afar. Fire Arrows will be your primary source of elemental damage until you gain access to the Sling, and you'll rely on them quite frequently for clearing Corrupted Zones and detonating combustible objects. The burn status is especially effective for temporarily disabling human enemies like Eclipse cultists and Bandits, and the 'Double Shot' and 'Triple Shot' Skills enable Fire Arrows to instantaneously fill a target's Fire Severity meter even without Modifications.



Hardpoint Arrows are an effective and versatile general-purpose munition, improving upon Hunter Arrows in every regard. While somewhat more costly to craft, Hardpoint Arrows are essential for picking off human targets with headshots and targeting the weak points of stronger machines from a safe distance. While their above-average Damage and Tear attributes combined with the Hunter Bow's moderate rate of fire enable Hardpoint Arrows to perform well in a variety of situations, these very benefits tend to result in the rapid consumption of Resources as you replace spent ammunition, so keep a close eye on your quiver. These arrows benefit greatly from Damage and Handling Modifications as well as the 'Double/Triple Shot,' 'Concentration +' and 'Fast Reload' Skills, and will remain viable throughout the game if used judiciously.

Recommended Modifications



The Hunter Bow benefits most from Modifications that enhance Damage and Handling, so load it up with Damage Coils to bring your Hardpoint Arrow damage up to par with the Sharpshot Bow's Precision Arrows, or focus on Handling to transform the weapon into a rapid-firing headshot machine with the speed of a Rattler and a great deal more accuracy besides. A balanced approach is perfectly viable as well; you may opt to combine Damage and Handling Coils for a more versatile distribution of power and speed, or simply focus on Fire Coils to make the weapon's Fire Arrows inflict obscene levels of Fire Severity with a single shot **[→▢ 1/2]**. Given that the Hunter Bow performs exceptionally well in both of these roles, you might even consider carrying two: one set up for Damage and Handling, and the other built for Fire attacks.


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Shadow Hunter Bow

Recommended Lvl.	15
Rewards	XP +2500
Objective	Shoot plates from machines
Amount Required	10

This Tutorial requires you to dislodge ten armor plates from machines. You may use either Hunter or Hardpoint Arrows for the task, and the 'Double/Triple Shot' and 'Concentration +' Skills will help ensure that you hit your mark. Machines tend to have less plating earlier in the game, so the best places to complete this Trial are the Machine Sites west of Daytower – particularly the Sun Furrows Hunting Ground and its vicinity. Sawtooths, Ravagers and Snapmaws are good targets owing to their abundance of armor; stronger enemies like Thunderjaws and Behemoths invariably have heavier plating but are disproportionately difficult and time-consuming to kill, so they are ultimately not worth the additional risk.

TRIPCASTER

In contrast to conventional Traps, which can only be laid at Aloy's current position, the Tripcaster enables remote placement of Tripwires at moderate ranges **[→▭ 1]**. Setting a Tripwire requires two shots, the first of which drives an anchor into a solid surface such as the ground or a boulder while the second anchors the other end and arms the Tripwire connecting both points. Tripwires can span considerable distances, but attempting to place the anchors too far from Aloy or each other will snap the line and waste one unit of ammunition. Tripwires already in place can be reclaimed and reused via the 'Disarm Traps' Skill and will not detonate if Aloy comes in direct contact with them, although they can still affect Aloy if tripped by a valid target while she is in range.



The Tripcaster is best suited to pre-combat preparations, though it also has a limited range of more immediate functions. Highlighting enemy patrol routes with the Focus enables you to lay Tripwires across a target's path well in advance and make yourself scarce before the victim knows what hit him; you may also lay Tripwires at intervals in confined spaces and lure enemies through the trapped area with projectiles, Rocks or the 'Lure Call' Skill. Enemies will generally rush straight toward you when they become aware of your location, so you may exploit this universal behavior to force attackers through a gauntlet of Tripwires as they approach. Attempting to place Tripwires while under attack at close range is dangerous and generally not worthwhile, though it can be made somewhat more practical with Handling Coils.





After setting up your Tripwire, hide in some nearby tall grass...



...and then throw a Rock to lure the enemy into your trap.

Weapon Details



If you set up Tripewires in advance, you can make entire herds of machines run into them.



Fire Wires are an excellent way to set tough enemies on fire without having to get into direct combat.

Weapon Details

Reload Speed	1.5sec	Max Mods	0.75
Ammo per Pack	2	Crafter Skill	3
Pouch Capacity	2	Max Upgrade	12
Effective Range	25m	**Shot Type**	Placed
Max Distance Between Anchors	26m		

Weapon Types	Value
Tripcaster	25
Carja Tripcaster	50
Shadow Tripcaster	100

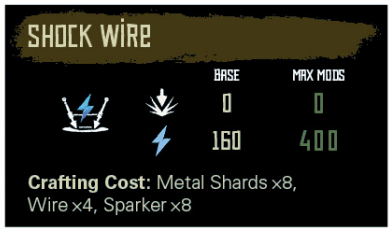
Ammo Types & Modification Slots

	Shock Wire	Blast Wire	Fire Wire	Slots
Tripcaster	✓			1
Carja Tripcaster	✓	✓		2
Shadow Tripcaster	✓	✓	✓	3

Acquisition Details

	Obtained From	Cost
Tripcaster	Trader Karst; Tier 1/2/3/4 Merchants	Scrapper Lens ×1 (Karst), Metal Shards ×90 (regular)
Carja Tripcaster	Tier 2/3/4 Merchants	Metal Shards ×180, Chillwater ×10
Shadow Tripcaster	Tier 3/4 Merchants	Metal Shards ×750, Scrapper Heart ×1

Wires

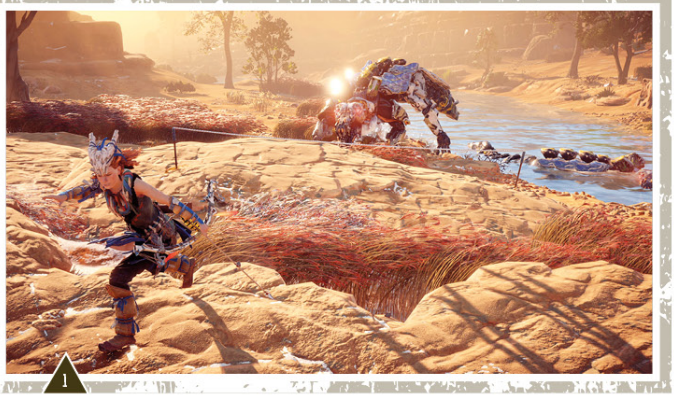


Shock Wires deal no damage; their sole purpose is to immobilize enemies and create openings for you to safely attack with other damage types. This ammunition inflicts the highest base Shock Severity of any weapon and can shock most enemies using a single tripwire. Despite their impressive effects against most normal enemies, Shock Wires are nearly ineffective against machines highly resistant to Shock attacks such as Thunderjaws, Behemoths and Shell-Walkers.

Because Shock Wires deal no direct Damage, you can immediately close in to attack, remove Components or Override your target – in fact, with careful placement a Shock Wire can be one of the quickest means of Overriding a machine mid-combat. Binding a target usually requires several Tie Ropes, whereas a single Shock Wire combined with the Tripcaster's higher fire rate can more quickly immobilize terrestrial targets, albeit for a shorter period of time.



Blast Wires are powerful tools which generate high-damage explosions when tripped. They can tear away Components and armor with ease, producing additional Damage bonuses while exposing vulnerable circuitry and other weak points. Blast Wires represent a wasteful use of excessive force against standard human enemies and weaker machines; instead, save these Tripwires for stronger foes, narrow spaces and large groups of tightly-clustered targets. Be careful to keep a safe distance from your Blast Wires while waiting for enemies to trip them – their blast radius is larger than those of other Tripwires and Aloy is not immune to their effects **[→▢ 1/2]**. Social machines such as Striders and Grazers will flee directly away from you when startled, so place your Blast Wires on one side of the herd and startle them from the opposite direction.

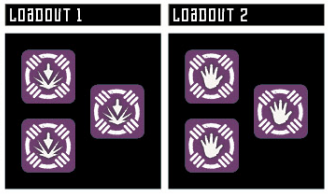

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Fire Wires deal a tremendous amount of Fire Severity to any enemies in range upon detonation – generally enough to instantly start the target burining if it's not resistant to Fire attacks. Small patches residual fire will remain on the ground after the initial blast, and can deter enemies from attempting to pass through those spots. Fire Wires are particularly effective against Corrupted machines, and all the more so against those patrolling predetermined routes through Corrupted Zones; they are also highly effective against humans owing to the incapacitating effects of the burn status on living flesh. These Tripwires' ability to continuously damage multiple targets outside Aloy's line of sight makes them especially useful in Bandit Camps, Eclipse Cult positions and indoor areas where enemies cannot avoid walking through them.

Recommended Modifications



The Tripcaster can be purpose-built for its individual ammunition types, but sees comparatively miniscule performance increases from anything but Damage or Handling modifications owing to the fact that a single Tripwire will almost always inflict burn or Shock on targets not resistant to those elements. If you prefer to use the Tripcaster proactively for setting up Tripwires before encounters, focus on maximizing the damage of your Blast Wires with Damage Coils; on the other hand, if you find yourself using it for spacing and area denial in the heat of battle, augment it with Handling Coils to dramatically increase its reload speed and limit your vulnerability while using it in combat.

TRIPCASTER

Recommended Lvl.	8
Rewards	XP +1330
Objective	Trip machines with Shock Wires
Amount Required	3

To complete this tutorial, you will need to trip machines three times using Shock Wires. Striking multiple enemies with a single Tripwire only counts towards one completion point, so you will need to Shock your targets individually. You can complete this tutorial through incidental use of the Tripcaster, but if you wish to finish it sooner, you may repeatedly use Shock Wire on the same enemy until the objective has been satisfied. A single Shock Wire will generally immobilize an enemy, following which you may place subsequent Shock Wires in front of your target before it recovers or directly atop it as it regains its footing. A particularly efficient method is to lay three in the same spot: when an enemy draws near enough to trigger one, all three will detonate simultaneously and award you with one point each.

Immediately after obtaining the Tripcaster from Karst, you can head west down the path from his shack to the closest Strider Site – you'll find it to your left at the far end of Mother's Cradle, clearly marked by a yellow slip-line. Striders and other herd machines are the easiest targets as they'll usually run directly away from you when startled, plowing straight into any Tripwires you've placed in their path; the nearby Watchers are another good option since they'll make a beeline for you when alerted. If you don't want to go out of your way to complete this tutorial, you will have an opportunity to fulfill its conditions during your first Sawtooth encounter with Rost.

CARJA TRIPCASTER

Recommended Lvl.	12
Rewards	XP +2000
Objective	Trip machines with Blast Wires
Amount Required	3



This Tutorial requires that you trip three enemies with Blast Wires. You'll invariably fulfill its prerequisites as a matter of course with even occasional use of the Tripcaster, and you'll eventually have to do so in order to clear the Nora Hunting Ground's Blast Wire Trial. If you're in a hurry to earn a little extra Experience, you may simply travel to one of the Strider Sites in the Embrace, hide in a patch of tall grass, set up a Blast Wire between yourself and a Strider or Watcher, then draw that machine toward you and into the Tripwire with Lure Call, repeating the process two more times to complete the Tutorial. If you're confident in your spatial perception, you can further expedite the process by planting one end of a Blast Wire near a machine and aiming the other so that the wire lands directly on top of your target.

SHADOW TRIPCASTER

Recommended Lvl.	16
Rewards	XP +2670
Objective	Trip machines with Fire Wires
Amount Required	3

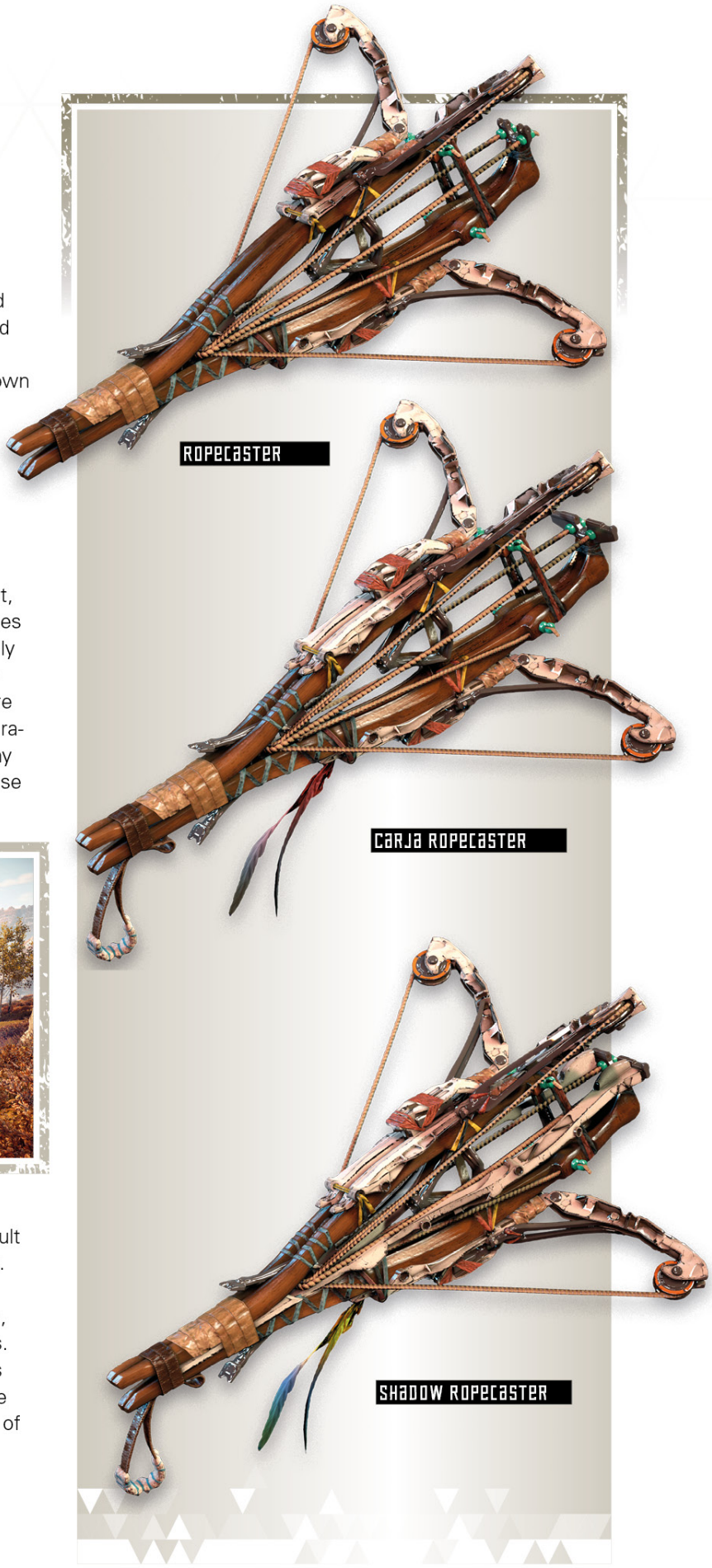
To fulfill the objectives for this weapon, you must trip three enemies with Fire Wires. As with the other Tripcaster Tutorials, a single wire will only yield one point regardless of how many enemies it hits, so you'll need to detonate three separate Fire Wires in order to meet the prerequisites (although you may use all three on the same enemy). Merely using the Tripcaster in combat will eventually fulfill the conditions for this Tutorial, but you may do so instantly by placing three Fire Wires directly on top of each other and luring any machine close enough to trigger them – as long as all three detonate, you'll receive one point for each.

Ropecaster

This unusual weapon neither deals direct Damage to machines nor removes their Components, but instead launches harpoon-like tethers which immobilize them and prevent them from being able to act. While superfluous against weaker machines, the Ropecaster has a knockdown effect on humans and is invaluable for highly-situational applications such as dragging aerial enemies to the ground and rending powerful opponents like Thunderjaws and Behemoths helpless **[→▢ 1]**. Use it to create some breathing room when facing multiple opponents by taking a few out of the fight for a while, allowing you to focus on a single enemy. Tie Ropes will incrementally turn a unique Severity Icon blue as they strike your target, progressively limiting its movement until the icon switches to countdown mode. At this point the target is completely entangled and unable to move or act; you may follow up with Overrides, Critical Hits or normal attacks, but beware that any damage you deal will decrease the Tie Down duration and a Critical Hit will end it immediately. Applying any kind of elemental status effect to an enemy will also cause them to break free from the ropes prematurely.



This weapon is ideal for bringing down Glinthawks and Stormbirds which would otherwise be exceedingly difficult to hit and is especially valuable for overriding Stormbirds. It is also the most effective means of disabling normally deadly machines such as Rockbreakers and Thunderjaws, and is unaffected by elemental strengths or weaknesses. The only Modification type that affects the Ropecaster is Handling Coils, which dramatically increase its rate of fire and enable you to deftly hog-tie even the most powerful of machines with ease.



Weapon Details



The Ropecaster specializes in bringing airborne foes down to the ground...



... making it much easier for you to hit them.

Weapon Details

	Normal	Lodge		Normal	Lodge
Reload Speed	0.8sec	0.48sec	Max Mods	0.4sec	0.24sec
Ammo per Pack	5		Crafter Skill	6	
Pouch Capacity	10		Max Upgrade	30	
Effective Range	25m		**Shot Type**	Direct	

Weapon Types	Value
Ropecaster	25
Carja Ropecaster	50
Shadow/Lodge Ropecaster	100

Ammo Types & Modification Slots

	Tie Rope Light	Tie Rope Medium	Tie Rope Heavy	Slots
Ropecaster	✓			1
Carja Ropecaster		✓		2
Shadow Ropecaster			✓	3
Lodge Ropecaster			✓	3

Acquisition Details

	Obtained From	Cost
Ropecaster	Can be found in a loot cache provided by Sylens during the Main Quest 'Maker's End'; Trader Karst; Tier 1/2/3/4 Merchants	Metal Shards ×75
Carja Ropecaster	Tier 3/4 Merchants	Metal Shards ×200, Echo Shell ×6
Shadow Ropecaster	Tier 4 Merchants	Metal Shards ×500, Snapmaw Heart ×1
Lodge Ropecaster	Reward for getting a full set of 15 Full Sun Medals from Hunting Grounds as part of the 'Weapons of the Lodge' Side Quest	–

Tie Ropes

Machine Details

Machine Tiers	Machine Type	Duration	Total Anchor Strength Required	Damage Threshold for Ropes to Break
Tier 1	Watcher, Redeye Watcher, Scrapper, Grazer, Lancehorn, Strider, Charger, Broadhead	90 seconds	75	30
Tier 2	Stalker, Glinthawk, Shell-Walker, Longleg		150	45
Tier 3	Ravager, Trampler, Corruptor, Bellowback, Snapmaw, Sawtooth		250	75
Tier 4	Thunderjaw, Stormbird, Behemoth, Rockbreaker		400	120

Human Details

Enemy Type	Effect
Normal	Gets pulled a short distance towards the player before being knocked down briefly.
Heavy / Elite	Stagger

Ammo Details

Ammo Type	Anchor Strength
Tie Rope Light	50
Tie Rope Medium	75
Tie Rope Heavy	100

The size of your machine target and the Ropecaster model determine how many Tie Ropes are necessary for complete incapacitation: smaller machines require fewer ropes while larger machines require more, and advanced Ropecasters decrease the re-

Tie Rope Light

	BASE	MAX MODS
	35*	56*
	150**	375**

Crafting Cost: Metal Shards ×4, Wire ×4
*Only vs Humans **Tear value has no effect on machine Components

Tie Rope Medium

	BASE	MAX MODS
	35*	56*
	150**	375**

Crafting Cost: Metal Shards ×6, Wire ×6
*Only vs Humans **Tear value has no effect on machine Components

Tie Rope Heavy

	BASE	MAX MODS
	35*	56*
	150**	375**

Crafting Cost: Metal Shards ×10, Wire ×10
*Only vs Humans **Tear value has no effect on machine Components

quired total across the board. You can also acquire a special Hunter's Lodge version of this weapon that uses the same Tie Rope Heavy ammo as the Shadow version, but has a significantly higher base Handling value. The goal is to secure enough ropes so that your combined anchor strength is high enough to meet or exceed the total required to tie the machine down. So, if you're trying to tie down a Thunderjaw with Light Ropes, you would need a total of 8 to reach the required 400 total strength, but use Heavy Ropes, and you can get the job done in 4.

If you don't want to spend the time and ammunition necessary to completely immobilize an enemy, a single Tie Rope will still significantly restrict the target's movement. Machines will break free more quickly with fewer Tie Ropes attached, so aim for their weak points and use the 'Concentration' Skill to make every shot count.

Fully entangling a machine will leave it in an extended state of incapacitation (similar to the stun from Shock) for up to 90 seconds, allowing for a Critical Hit or Override. You may also use this time to cover your victim with Sticky Bombs, dislodge armor or key Components with Tear attacks, or take aim at exposed weak points. If nearby enemies pose a more immediate threat, you may also simply leave your target helpless while you turn your attention elsewhere.

While not the most efficient means of dealing with normal human enemies, you can do some interesting things against them with the Ropecaster. Enemies that are above you will only be pulled over if the hit kills them, so if you judge it correctly you can actually pull Bandits out of their guard towers. Although ropes do inflict a small amount of damage when they hit a human enemy, they do not receive any bonus damage for landing headshots.



The fearsome Sawtooth can be rendered defenseless against the savagery of your Spear assault!



Get over here!

Recommended Modifications

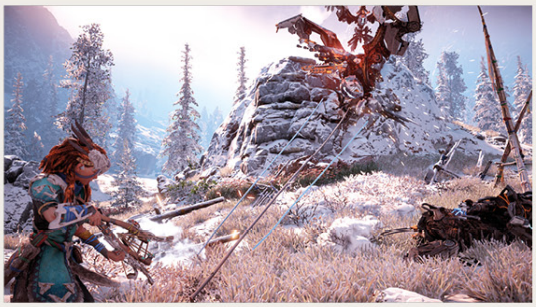
LOADOUT 1



As the Ropecaster inflicts minimal direct or Tear damage and can be equipped only with a severely limited array of Modification Coils, your sole focus should be improving its Handling. While its applications are limited, this weapon is incredibly useful for bringing down flying machines such as Glinthawks and Stormbirds, allowing you to destroy or Override them with impunity. Given the difficulty of hitting these extremely agile enemies with other attacks and the importance of applying Tie Ropes quickly to prevent their escape, increasing the Ropecaster's reload speed provides enormous benefits in situations when you would otherwise be forced to take potshots at these types of aerial targets from long range. It is especially valuable for tying down Stormbirds quickly enough to Override them before they break free of the ropes.

ROPECASTER

Recommended Lvl.	8
Rewards	XP +1330
Objective	Tie down small machines
Amount Required	3



Your objective for this Tutorial to fully entangle small machines three times using the Ropecaster. Watchers, Grazers, Lancehorns, Striders, Broadheards, Chargers, Scappers and Glinthawks are all valid targets; some of these can be found in the Embrace, enabling you to meet the prerequisites very early in the game. If you prefer to simply clear this Tutorial over the course of your other endeavors, you'll find the Ropecaster highly useful for dragging pesky Glinthawks out of the sky and binding them within easy reach of your other attacks.

You can Tie Down separate targets for each completion point, but you can also use a single machine repeatedly to achieve this goal. Once you have entangled a machine, you can immediately free it with light melee attacks, then tie it down two more times to complete the Tutorial. You may employ this strategy against any machine according to your own preference, but Watchers and Striders are the most common members of their size group and can usually be found together. If you purchase the Ropecaster from Karst before The Proving, you may immediately complete this Tutorial at the Strider site west of his home or another on the road back to Rost's location.

CARJA ROPECASTER

Recommended Lvl.	12
Rewards	XP +3000
Objective	Tie down medium-sized machines
Amount Required	3

While the method for completing this Tutorial is identical to that of the basic Ropecaster, your targets in this case are Longlegs, Sawtooths, Ravagers, Bellowbacks, Tramplers, Shell-Walkers, Snapmaws and Stalkers. You'll be able to complete the objective after finishing the Quest, 'Womb of the Mountain', at which point you'll gain access to the Merchants who sell this Ropecaster model as well as the Sawtooth, Snapmaw and Bellowback Sites beyond the Embrace. Sawtooths are the most common of these machines as well as the first you're likely to encounter on your way to Daytower; you'll find one patrolling the lakeshore near the Forsaken Village and by repeatedly tying it down and striking it with light melee attacks until it escapes, you can complete the Tutorial all at once using only that single enemy.

SHADOW ROPECASTER

Recommended Lvl.	23
Rewards	XP +3830
Objective	Tie down large machines
Amount Required	3

As with the other Ropecaster Tutorials, your goal here is to fully tether three machines, or a single machine three times; however, your targets in this instance are Rockbreakers, Behemoths, Thunderjaws and Stormbirds. By far the best place to fulfill this objective is at the Sun Furrows Hunting Ground, where you'll find a Thunderjaw trapped in a shallow basin from which it cannot reach you with its lethal melee attacks. Simply Override or eliminate the Ravagers and Watchers wandering the lip of the basin and take up a position in the tall grass overlooking the Thunderjaw's patrol route, then harpoon the massive machine with Tie Ropes when it passes your position. Take the opportunity to destroy its Disc Launchers and Cannons while it's tied down, then simply tether it two more times after it stands up.

SHARPSHOT BOW

The Sharpshot Bow is a powerful long-range weapon capable of delivering payloads over immense distances with pinpoint precision. It outranges all other weapons by a wide margin with no loss of accuracy, and will therefore be your primary sniping tool throughout the game. Its Precision Arrows deal the highest per-shot damage of any in the game and synergize extremely well with the 'Concentration +,' 'Fast Reload' and 'Double/Triple Shot' Skills, which together can smite even Heavy and Elite human enemies with a single headshot. This bow is capable of dislodging multiple Components or armor plates from machines with a single Tearblast Arrow, making it essential for disabling stronger enemies like Ravagers and especially Thunderjaws; it can even be used for Resource-gathering purposes via its unique Harvest Arrows.



Tearblast Arrows are best used as openers while you close in on dangerous foes.

When you need to land a headshot on a lookout at the opposite end of a Bandit Camp or destroy a Snapmaw's Freeze Sac from across a river, the Sharpshot Bow is the weapon with which to do so – it can reach targets so far away that they'll be unable to determine your location even with repeated shots, and is so effective when brought to bear from an unreachable sniping perch that your enemies may simply flee rather than continue taking fire from a position against which they cannot retaliate. When you're not using this bow for slaughtering droves of Bandits, Eclipse Cultists or the odd Thunderjaw, you'll find it equally valuable for gathering materials: Components dislodged from machines with Harvest Arrows yield bonus Resources which would have been destroyed by other sources of damage.



Weapon Details



The Sharpshot Bow makes weakening enemies easy by removing Components with the large area effect of Tearblast Arrows...



...and lets you follow up against enemies with highly accurate and damaging Precision Arrows, exploiting exposed vulnerabilities.

Weapon Details

Draw Time	1.33sec	Max Mods	0.665sec
Reload Speed	1.25sec	Max Mods	0.625sec
Ammo per Pack	5	Crafter Skill	6
Quiver Capacity	10	Max Upgrade	30
Effective Range	140m	**Shot Type**	Direct

Weapon Types	Value
Sharpshot Bow	25
Carja Sharpshot Bow	50
Shadow Sharpshot Bow	100

Ammo Types & Modification Slots

	Precision Arrow	Tearblast Arrow	Harvest Arrow	Slots
Sharpshot Bow	✓			1
Carja Sharpshot Bow	✓	✓		2
Shadow Sharpshot Bow	✓	✓	✓	3

Acquisition Details

	Obtained From	Cost
Sharpshot Bow	Trader Karst; Tier 1/2/3/4 Merchants	Metal Shards ×105
Carja Sharpshot Bow	Tier 2/3/4 Merchants	Metal Shards ×210, Metalburn ×10
Shadow Sharpshot Bow	Tier 3/4 Merchants	Metal Shards ×800, Sawtooth Heart ×1

Arrows



Precision Arrows deal the highest per-shot Damage and travel the greatest distance of all arrow types, so when Hunter and Hardpoint Arrows are no longer sufficient, you'll want to use these instead. This ammunition emphasizes methodical, stealthy tactics and fares poorly in close combat owing to the Sharpshot Bow's slow draw and reload speeds; rather, Precision Arrows are designed for pinpoint accuracy at extreme range and excel at clearing Bandit Camps, Eclipse dig sites and other positions held by human enemies. These arrows are patently lethal in conjunction with the 'Concentration +,' 'Double/Triple Shot' and 'Fast Reload' Skills, which enable them to silence even Heavy and Elite human units with a single headshot; they are also supremely effective for striking at machines' exposed weak points for extra damage.



Tearblast Arrows have a huge blast radius...



...and are great for removing Components from long rage.

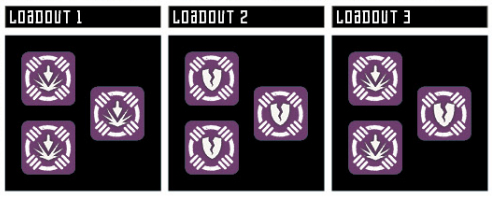


Tearblast Arrows generate localized sonic bursts that strip away armor plating and Components from machines. Human enemies hit with these arrows will merely suffer a brief stagger or heavier knockdown depending upon the unit's strength; Aloy is also susceptible to these effects, so take great care when using this ammunition in enclosed spaces or near cliffs. Tearblast Arrows are highly potent against machines and will usually dislodge any Components in their blast radius with a single shot, making them invaluable for disabling integrated weapons such as Behemoths' Force Loaders and Thunderjaw's Disc Launchers. While these arrows deal no direct Damage, certain machines including Grazers and Lancehorns will suffer heavy or even fatal injuries when critical components like their Rotor Blades or Blaze Canisters are torn away.



As their name implies, Harvest Arrows are used for the collection of Resources. The most unique and important property of these arrows is their ability to generate extra Resources from any Component they dislodge, though their poor Damage and Tear attributes can mire the process in painful monotony if your target is a Thunderjaw or a Behemoth. While Harvest Arrows are most practical against weaker machines, you may still use them to dislodge specific Components from mightier targets before switching to another weapon for the kill; the Resource bonus does not apply to human enemies or wildlife, so you might as well use a stronger weapon for those situations instead. Entangling a machine with Tie Ropes makes it easier to target specific Components and helps expedite the slow Resource-gathering process.

Recommended Modifications



Intended specifically for long-range sniping, the Sharpshot Bow already has a set of intrinsic characteristics that naturally synergize with Damage and Tear Coils. While you might be tempted to compensate for its painfully slow reload rate with Handling Coils, you're better off simply using the Hunter Bow for any such purposes as its Hardpoint Arrows are equally accurate and far better suited to the sorts of close-range engagements in which a high rate of fire is most beneficial. Instead, capitalize on the Sharpshot Bow's exceptional range and damage with Precision Arrows by fitting it with Damage Coils, or improve its ability to deliver area-effect Tearblast explosions at absurd distances by equipping it with Tear Coils. You may even find it worthwhile to carry a Sharpshot Bow configured for each purpose.

SHARPSHOT BOW

Recommended Lvl.	8
Rewards	+1330
Objective	Kill Watchers by hitting their Eye using Precision Arrows
Amount Required	3



For this tutorial, you must kill three Watchers by hitting their eyes with Precision Arrows. It is possible to complete this objective very early in the game by purchasing the Sharpshot Bow from Karst and making your way to the Strider Site where you're sent to gather Blaze for Fire Arrows – several Watchers patrol this location and there are quite a few patches of tall grass scattered throughout the area, so simply draw them into the grass one by one with the 'Lure Call' Skill and shoot each one in the eye as it approaches. If you've learned the 'Concentration' Skill at this point, use it just before firing to dramatically increase your chances of striking true. If you run out of Watchers, simply perform a Quick Save at the nearby Campfire and reload your game from that file to respawn all the machines at the site.

CARJA SHARPSHOT BOW

Recommended Lvl.	18
Rewards	+3000
Objective	Remove machine parts using Tearblast Arrows
Amount Required	3

Completion of this Tutorial requires you to remove any three machine parts, either Components or armor plating, using Tearblast Arrows. A single arrow can potentially fulfill the objective as long as it dislodges at least three separate parts from its target, so you'll invariably meet this goal in combat soon after acquiring the Carja Sharpshot Bow; otherwise, the Grazers at the Nora Hunting Ground offer the best opportunity to dislodge Components in large numbers. Simply shoot the center of a Grazer's back with a Tearblast Arrow – as long as the shockwave knocks off at least three Blaze Canisters, you'll finish the Tutorial on the spot.

SHADOW SHARPSHOT BOW

Recommended Lvl.	18
Rewards	+3000
Objective	Shoot off Elemental Canisters using Harvest Arrows
Amount Required	3



This Tutorial requires you to apply a familiar skill with an unusual type of ammunition: you must dislodge three elemental canisters from machines using Harvest Arrows. These arrows deal very little damage on their own, so the 'Concentration +,' 'Fast Reload' and 'Triple Shot' Skills make this task considerably easier.

As with the previous Tutorial, the ideal place to complete your objective is at the Nora Hunting Ground, and having a Ropecaster, Carja Sling or Shadow Sling on hand will further expedite the process by providing a means of immobilizing the Grazers at this location while you shoot the Blaze Canisters off of their backs. Simply hide in the tall grass, nock three Harvest Arrows, stun a Grazer with Shock Bombs or entangle it in Tie Ropes, then use Concentration and take aim for the canisters, repeating as many times as necessary to complete the Tutorial.

SLING



The Sling is a low-velocity weapon that launches powerful elemental bombs which explode on impact, dealing moderate damage and heavy severity buildup while leaving weaker lingering effects across a wide area; the residual area effects of elemental bombs will slowly continue to build up the corresponding severity type on any hostile units they touch. These bombs travel in a parabolic arc that starts off steep, but gradually flattens as you draw the Sling; fully drawing each shot is ideal in most situations as doing so extends the weapon's range and enables you to more accurately hit your mark, although in rarer cases you may occasionally wish to lob a bomb over a wall to strike enemies outside your line of sight, which requires only a partial draw or none at all.



Adjust the trajectory of your shot correctly, and Bombs can be fired considerable distances.



Lob a Fire Bomb at a group of human enemies...

The potent effects and wide blast radius of elemental bombs launched by the Sling make it the preferred weapon for inflicting Burn, Freeze and Shock on most enemies; it is especially effective against larger machines and tightly-clustered groups of humans, though its slow projectiles will almost always miss airborne targets no matter how carefully you aim. Extremely large machines like Thunderjaws and Behemoths are particularly vulnerable to the Sling's bombs because they will often be unable to avoid contact with the residual area effects, though be warned that Aloy is also susceptible to these effects and you should never use this weapon at pointblank range. While the Sling is incompatible with the 'Double Shot' and 'Triple Shot' Skills, it does benefit from 'Concentration' and 'Fast Reload.'



...and then safely retreat while the residual flames keep them burning.

Weapon Details



Fully draw the Sling so that you can accurately launch bombs at approaching enemies...



...that way they'll be nice and frozen by the time they get close to you.

Weapon Details

Draw Time	1.3sec	Max Mods	0.65sec
Reload Speed	0.63sec	Max Mods	0.315sec
Ammo per Pack	2	Crafter Skill	3
Pouch Capacity	4	Max Upgrade	12
Effective Range	50m	**Shot Type**	Lob

Weapon Types	Value
Sling	25
Carja Sling	50
Shadow Sling	100

Ammo Types & Modification Slots

	Freeze Bomb	Shock Bomb	Fire Bomb	Slots
Sling	✓			1
Carja Sling	✓	✓		2
Shadow Sling	✓	✓	✓	3

Acquisition Details

	Obtained From	Cost
Sling	Trader Karst; Tier 1/2/3/4 Merchants	Metal Shards ×70
Carja Sling	Trader Karst; Tier 1/2/3/4 Merchants	Metal Shards ×150, Blaze ×15
Shadow Sling	Tier 2/3/4 Merchants	Metal Shards ×650, Crystal Braiding ×1

Bombs



Freeze Bombs are the first – and by far the best – available source of Freeze damage for general applications. A direct hit will instantly freeze most small and midsize machines even with no Modification Coils equipped, and the pool of Chillwater left on the ground afterward will often finish the job if the initial blast does not. Freeze Bombs are essential for softening particularly tough enemies like Rockbreakers, Thunderjaws and Behemoths, allowing you to shred these enemies with Rattler fire or demolish them with Blast Sling payloads far more quickly than would otherwise be possible; they are less useful against smaller and more agile targets like human enemies, and will almost never hit aerial opponents like Glinthawks and Stormbirds. Freeze Bombs do, however, benefit from the 'Concentration' and 'Fast Reload' Skills.



Shock Bombs deal a large amount of initial Shock severity and moderate Damage on impact, leaving a lingering pool of electricity that slowly builds Shock severity on any enemies it touches. This ammunition type is the second most potent source of per-hit Shock severity behind only Shock Wires, though a Rattler equipped with Shock Coils can potentially surpass Shock Bombs against single targets at close range. Aloy is not immune to the effects of Shock Bombs, so they are best suited for mid- to long-range applications; they are most useful against slower targets and groups of enemies, and should never be used for ground-to-air purposes as their low velocity will almost always cause them to miss their mark in such cases. They are highly effective for disabling groups of human enemies and allowing you to follow up with Critical Hits.

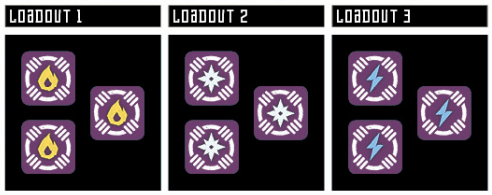


Fire Bombs deliver powerful Fire damage and severity on impact and leave a lingering patch of flames that slowly build up Fire severity. Highly dangerous to Corrupted machines and other enemies weak against Fire, these bombs are also invaluable for antipersonnel duties and can incapacitate human targets for a considerable period of time while continuously dealing Fire damage. Fire Bomb's arcing trajectory enables you to lob them over obstacles and strike enemies outside your line of sight, though they are ill-suited for aerial engagements due to the low velocity at which they travel. While agile enemies will often avoid the projectile itself, they may still suffer splash damage if they fail to escape the blast radius in time; slower, larger enemies will remain exposed to the residual flames for longer periods.



The arcing nature of the bomb's trajectory allows you to launch them over cover and set enemies ablaze without them being able to see you.

Recommended Modifications



The Sling specializes in Fire, Freeze and Shock attacks with wide areas of effect, dealing the highest elemental damage and severity buildup of any weapon other than the Tripcaster; as such, its performance improves exponentially when its Modifications exclusively emphasize a single attack type. Fire is the most common enemy weakness and provides the added advantage of incapacitating human enemies while continually dealing damage over time, though you'll have to get by without it until you can access the Shadow Sling. Freeze Bombs are the single most effective way to soften tougher machines and increase your damage output against them with other weapons, while Shock Bombs are the lowest priority for Modifications owing to their limited versatility.

Once you've acquired the Carja Sling, set it with any Freeze Coils you come across; when you upgrade to the Shadow Sling, apply three Fire Coils. It is well worth carrying both of these Slings with each specialized for its respective element until you amass a surplus of Resources and Metal Shards, at which point you should replace your Carja Sling with a second Shadow Sling and apply a third Freeze Coil for total optimization of both your Fire and Freeze Bombs.

SLING

Recommended Lvl.	18
Rewards	+3000
Objective	Freeze robots weak to freeze damage using Freeze Bombs
Amount Required	3



To complete this Tutorial, you must inflict the Freeze status three times on enemies vulnerable to cold. You may inflict the status three times on the same enemy or once each on three separate enemies, though the former option is considerably faster and more convenient. Valid targets for this objective are Tramplers, Fire Bellowbacks and Rockbreakers, with Fire Bellowbacks being the preferred targets as well as the first of these machines which you will encounter. Your earliest opportunity to complete this Tutorial will become available during the Main Quest 'A Seeker at the Gates', at which point you may visit the Bellowback Site east of Devil's Thirst to fulfill the prerequisite. When you locate a Fire Bellowback, destroy its Gullet or Cargo Sac to disable its ranged Fire attacks before switching to your Sling.

CARJA SLING

Recommended Lvl.	18
Rewards	+3000
Objective	Shock machines weak to shock damage using Shock Bombs
Amount Required	3

For this Tutorial, you must inflict the Shock status three times on Stalkers or Long-legs. Your earliest opportunity to complete the objective will be at the Corrupted Zone along the lakeshore west of the Forsaken Village, although the Corrupted Long-legs at that location are extremely dangerous at low levels and may be an impractical choice; the ideal spot is Cauldron ZETA, where you'll find three Stalkers patrolling open ground in plain sight, and a ledge leading to the Cauldron's hidden entrance where the Stalkers cannot reach you with their deadly melee attacks. Follow the maps on P.480 to this perch, eliminate the Redeye Watcher guarding the ledge and simply lob Shock Bombs at the Stalkers below until you've completed the Tutorial.

SHADOW SLING

Recommended Lvl.	18
Rewards	+3000
Objective	Burn machines vulnerable to fire using Fire Bombs
Amount Required	3



Your objective for this Tutorial is identical to those of the Sling's other ammunition types: you must inflict the burn status three times on enemies weak against Fire. Your targets this time are Sawtooths, Freeze Bellowbacks, Ravagers, Glinthawks, Snapmaws and Corrupted machines, of which the best choices for the Tutorial's purpose are Sawtooths and Corrupted machines.

You'll eventually complete this objective over the natural course of combat if you regularly use Fire Bombs, but you may also get it out of the way as soon as you acquire a Shadow Sling by heading to the lakeshore south of the Forsaken Village and bombarding the Sawtooths in that area until they catch fire. You may also fulfill the objective simply by using Fire Bombs on the enemies at the Corrupted Zone of your choice, although the one located in the Forsaken Village is ideal if you haven't already cleared it as part of the prerequisites for the Quest 'A Seeker at the Gates.'

Blast Sling



The Blast Sling is a hard-hitting weapon with a surprising array of uses both in and out of combat. It can be used for immediate area attacks with Blast bombs, stealthy ambushes with Sticky Bombs or preemptive strikes via Proximity Bombs, and its arcing trajectory enables it to hit targets beyond your line of sight. The Blast Sling is especially effective for plastering immobilized enemies with Sticky Bombs and can dish out tremendous amounts of damage against frozen enemies, so it is an excellent complement to the Ropecaster and the Sling; it can also be used to remotely place Proximity Bombs in high-traffic areas without having to directly access such locations. The bombs' wide blast radius is ideal for clearing groups of human enemies and knocking multiple Components or armor plates off of larger machines.



This was perhaps a little too close for comfort.



Load up an enemy with Sticky Bombs while they're unaware of your presence...

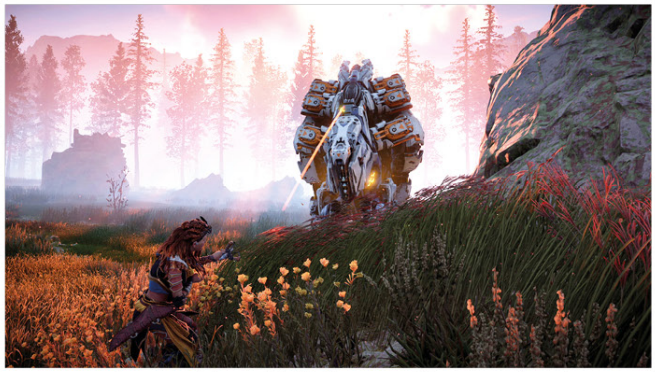
The Blast Sling's primary weaknesses are its long draw time and slow reload speed, which make it unsuitable for engagements with swift or evasive enemies; however, you can compensate for these deficits with the 'Concentration' and 'Fast Reload' Skills, which together allow you to launch bombs twice as quickly. You must exercise caution when using the Blast Sling at close range – Aloy is not immune to its effects, and a single miscalculation can immediately lead to disaster.



...and then close in and hit the enemy while it is staggered after they detonate.

The explosions from the Blast Sling's bombs will instantly draw the attention of all hostile units within earshot, which can be problematic during infiltrations but beneficial for setting up ambushes. Crafting ammunition for this weapon is relatively cost-effective and does not require uncommon Resources, making it a good choice for longer encounters. The Lodge version of this weapon deals the exact same damage across all ammo types. The only benefit it gains is a slight boost to its base Handling value.

Weapon Details



Large machines with tightly grouped Components such as Behemoths are prime targets for Blast Bombs...



...their high damage and large blast radius means they're easily capable of removing multiple Components at once.

Weapon Details

	Normal	Lodge		Normal	Lodge
Draw Time	1.3sec	0.78	Max Mods	0.65sec	0.39sec
Reload Speed	0.63sec	0.38sec	Max Mods	0.315sec	0.189sec
Ammo per Pack	2		Crafter Skill	3	
Pouch Capacity	4		Max Upgrade	12	
Effective Range	50m		**Shot Type**	Lob	

Weapon Types	Value
Blast Sling	30
Carja Blast Sling	50
Shadow/Lodge Blast Sling	100

Ammo Types & Modification Slots

	Blast Bomb	Sticky Bomb	Proximity Bomb	Slots
Blast Sling	●			1
Carja Blast Sling	●	●		2
Shadow Blast Sling	●	●	●	3
Lodge Blast Sling	●	●	●	3

Acquisition Details

	Obtained From	Cost
Blast Sling	Tier 2/3/4 Merchants	Metal Shards ×200
Carja Blast Sling	Tier 3/4 Merchants	Metal Shards ×400, Metal Vessel ×10, Luminous Braiding ×1
Shadow Blast Sling	Tier 4 Merchants	Metal Shards ×1400, Lancehorn Heart ×1
Lodge Blast Sling	Reward for getting a full set of 15 Half Sun Medals from Hunting Grounds as part of the 'Weapons of the Lodge' Side Quest	–

Bombs

Blast Bomb

	Base	Max Mods
	100	250
	125*	200*

Crafting Cost: Metal Vessel ×2, Blaze ×4

*Tear is a result of the explosion and not displayed in-game

Blast Bombs are the Blast Sling's basic ammunition type and are common to all three variants of the weapon. These bombs use contact fuses and will immediately detonate on impact with enemies or the environment, making them ideal for shooting over or past cover to hit enemies outside your direct line of sight. Anything caught in the blast will sustain the same amount of damage regardless of its distance from the point of detonation, making this an excellent ammunition type for mopping up clusters of weaker human targets and smaller machines. Blast Bombs are also useful for destroying Components and armor plating owing to their wide area of effect, and are an ideal option for combat situations in which precision is a low priority.

STICKY BOMB

	BASE	MAX MODS
	150	375
	125*	200*

Crafting Cost: Metal Vessel ×2, Blaze ×6
*Tear is a result of the explosion and not displayed in-game

Sticky Bombs inflict considerably greater damage than the Blast Sling's other ammunition types, and their timed fuses provide a means of delayed area attacks from a safe distance. Enemies hit with these bombs will remain oblivious to the attack until detonation (which is usually too late), enabling you to attach a single bomb and retreat out of detection range or plaster a single enemy with multiple bombs for a massive surprise attack. Sticky Bombs are particularly useful when fighting herd machines like Grazers, which tend to congregate in close proximity and will often carry Sticky Bombs toward one another; this ammunition can also damage Rockbreakers while they burrow underground, and is highly effective against enemies entangled in Tie Ropes as simply attaching Sticky Bombs to the target will not break the tethers.

PROXIMITY BOMB

	BASE	MAX MODS
	75	187.5
	100*	160*

Crafting Cost: Wire ×2, Metal Vessel ×1, Blaze ×2
*Tear is a result of the explosion and not displayed in-game

Much like Blast Traps, these bombs will detonate when an enemy's presence triggers their proximity fuses. Unlike Blast Traps, however, Proximity Bombs can be placed at long range in remote locations that Aloy cannot directly access on foot, making them extremely useful for setting up ambushes along enemy patrol routes without the risk of being seen. While they deal the lowest Damage of the Blast Sling's three ammunition types, Proximity Bombs can trigger devastating chain reactions if launched toward Blaze Containers – when an enemy sets off the bomb, the initial blast will detonate the volatile liquid as well, engulfing the target and any other nearby enemies. Proximity Bombs will also explode in midair if their trajectory passes close enough to a valid target, greatly diminishing the need for precision when using this type of ammunition **[→▢ 1/2]**.


1


2

Recommended Modifications

LOADOUT 1



The Blast Sling serves the singular and unequivocal purpose of making enemies go boom. It is Aloy's hardest-hitting weapon bar none, and to that end the only Modifications which have any business in its slots are Damage Coils. All three of the Blast Sling's ammunition types benefit equally from such bonuses, which provide a massive increase to the weapon's power when combined; discard any notion of equipping Handling Coils as their returns for the Blast Sling are marginal at best and you'll see far better performance with Damage boosts as long as you make your shots count (the 'Concentration +' and 'Fast Reload' Skills are supremely helpful in this regard).

Blast Sling

Recommended Lvl.	8
Rewards	XP +1330
Objective	Kill multiple enemies with a single Blast Bomb
Amount Required	3



This Tutorial requires you to kill two or more enemies with a single Blast Bomb on three separate occasions. The total number of enemies killed with each bomb has no bearing on the Tutorial's clear conditions, meaning that you cannot complete the objective simply by killing five enemies with a single bomb; rather, you will be awarded one point each time two or more targets die from the same blast. This being the case, the best places to complete this Tutorial are the Bandit Camps at Devil's Thirst and Two-Teeth: the bandits at these locations are quite weak and can easily be tricked into standing together by using the 'Lure Call' Skill. If you've already cleared these camps, any other location populated by hostile humans such as Eclipse dig sites, Shadow Carja outposts or the other Bandit Camps will suffice.

Carja Blast Sling

Recommended Lvl.	12
Rewards	XP +2000
Objective	Attach Sticky Bombs to machines
Amount Required	3



In order to complete this extremely straightforward Tutorial, all you need to do is attach three Sticky Bombs to any machine. The objective will inevitably end up being fulfilled on its own as soon as you gain access to the Carja Blast Sling, but in general, weaker targets will be easier to deal with. If you're in a hurry to score the Experience bonus, just head to the Strider Site in the Embrace where you were first sent to gather materials for Fire Arrows before The Proving and plaster the Striders or Watchers at that location with Sticky Bombs until you meet the Tutorial objective.

Shadow Blast Sling

Recommended Lvl.	16
Rewards	XP +2670
Objective	Kill machines with Proximity Bombs
Amount Required	3



This simple Tutorial requires only that you kill three machines with Proximity Bombs. The best place to complete this objective is the Nora Hunting Ground, where you'll find weak Grazers and Watchers in abundance; you may optionally launch several Shock Bombs into the herd to stun at least three Grazers before you begin, or simply bombard them with Proximity Bombs from the tall grass at the end of the leftmost slip-line. Since these bombs will detonate both on the ground and midair, you may aim them directly at your targets without having to lay them on the ground in advance; this strategy provides the additional advantage of obviating the need for accurate shot placement since the bombs will explode simply by flying close enough for a target to trigger their proximity fuses.

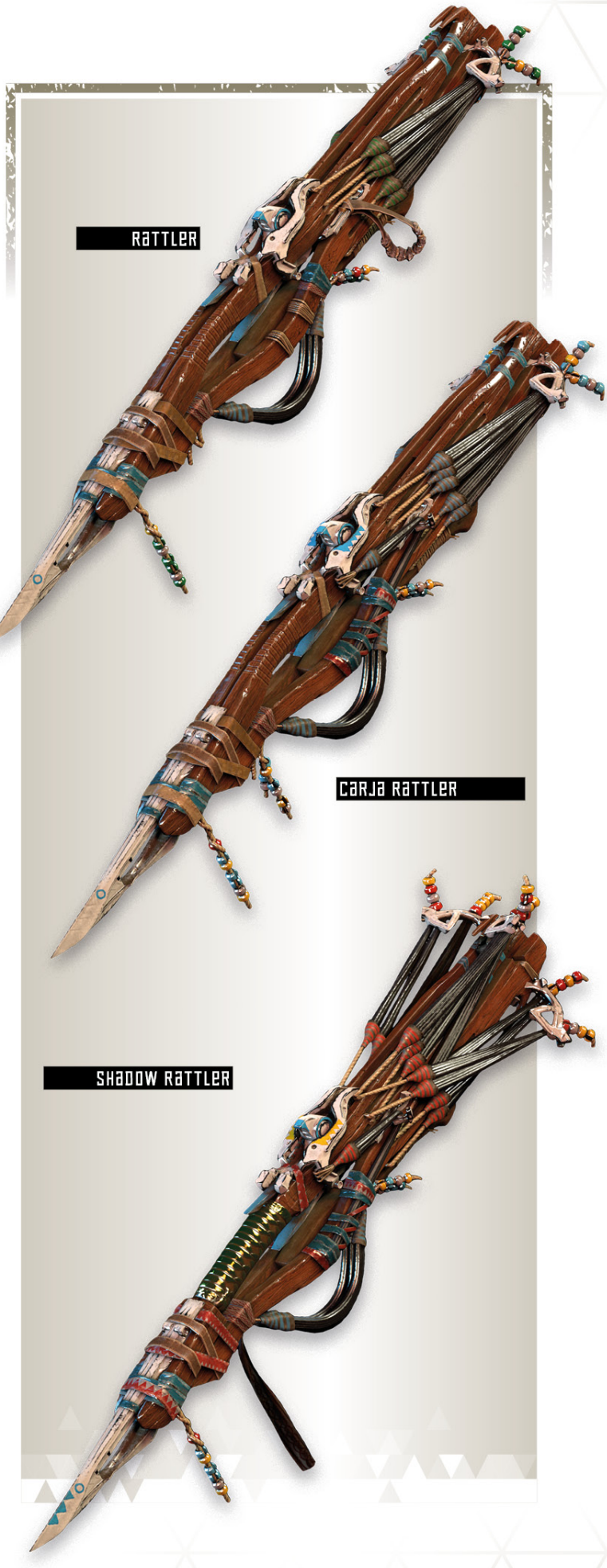
Rattler

The Rattler is a shotgun-type weapon effective only at close to mid range. Each shot launches five bolts which quickly spread into a wide group, dealing little individual damage; while a single burst of Rattler fire will have little effect on its own, the true value of this weapon is its capability to deal extremely high damage per second based on the accumulation of its countless weak hits over a short period of time. In addition, the Freeze and Shock Bolts usable with advanced Rattler models can build elemental Severity at an extremely rapid rate, particularly when augmented by the appropriate Modification Coils. The Rattler's effects on frozen targets are downright terrifying, and it can quickly tear even Thunderjaws and Behemoths to shreds under these circumstances **[→▢ 1]**.



Attack enemies from the sides when using the Rattler so that your Bolts have a larger target area to hit.

Owing to its wide spread and short range, the Rattler is incapable of precision and should not be used in situations requiring accurate shot placement. However, this very property makes it ideal against enemies like Glinthawks, Stormbirds and Stalkers which are exceedingly difficult to hit with pinpoint attacks **[→▢ 2]**. Rattler bolts travel just far enough to reach aerial enemies as they dive in to attack, and their wide spread ensures that at least some will hit their mark. This tactic can be used to shock Glinthawks and freeze Stormbirds, severely weakening them in the process; it also enables you to shock cloaked Stalkers with greater ease, at which point you may switch to another weapon and disable their Stealth Generators. In general, the larger your target and the closer to it you are, the more effective the Rattler will be **[→▢ 3]**.



Weapon Details







Weapon Details

Reload Speed	1sec	Max Mods	0.5sec
Ammo per Pack	25	Crafter Skill	30
Pouch Capacity	40	Max Upgrade	120
Effective Range	25m	**Shot Type**	Direct

Weapon Types	**Value**
Rattler	**25**
Carja Rattler	**50**
Shadow Rattler	**100**

Ammo Types & Modification Slots

	Metal Bolt	Shock Bolt	Freeze Bolt	**Slots**
Rattler	✓			1
Carja Rattler	✓	✓		2
Shadow Rattler	✓	✓	✓	3

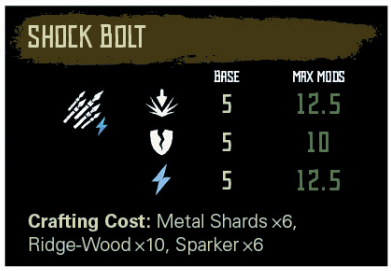
Acquisition Details

	Obtained From	**Cost**
Rattler	Tier 2/3/4 Merchants	Metal Shards x130
Carja Rattler	Tier 3/4 Merchants	Metal Shards x250, Rich Meat x10, Fatty Meat x5, Bony Meat x5
Shadow Rattler	Tier 4 Merchants	Metal Shards x950, Boar Skin x1, Rabbit Skin x1, Fox Skin x1

Bolts



Metal Bolts are the Rattler's primary means of dealing raw damage. They are only really effective if the target is frozen and will otherwise produce far less impressive results, so you'll need to use the first two versions of this weapon in conjunction with the Sling's Freeze Bombs. This ammunition type inflicts a minor amount of Tear damage along with its standard Damage, although the Rattler is far too inaccurate for focused attacks on individual Components. Metal Bolts do not substantially benefit from Tear Coils, though they can eventually strip most armor plating after a sustained assault. While these bolts cost relatively few Resources to craft, you'll find yourself using them up very quickly due to the Rattler's high rate of fire.



Shock Bolts deal far less damage than Metal Bolts, but are very good at stopping charging enemies in their tracks and positioning you to follow up with a Critical Hit, an Override or a bombardment with another weapon. They are particularly effective on enemies not yet aware of your presence and those recovering from a knockdown or Silent Strike – in the former case your target may be unable to react to a surprise attack before being incapacitated by the Shock status, and in the latter you'll often have time to Shock the enemy before it regains its footing. Shock Bolts can knock hovering Glinthawks out of the sky for extended periods of time and disable Stalkers long enough for you to destroy their Stealth Generators, though Stormbirds are virtually immune to their effects.

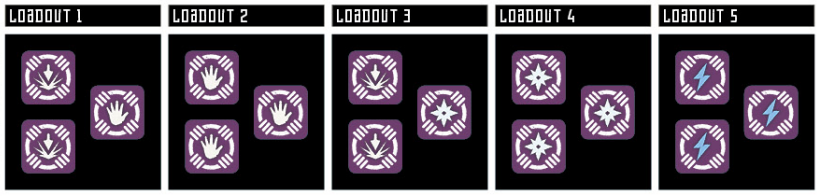


Freeze Bolts are much less powerful than Metal Bolts, but build up Freeze severity with incredible speed while still dealing moderate Damage of their own. The Shadow Rattler combines this exceptional feature with the ability to mow down enemies with salvos of Metal Bolts in a single convenient, versatile and highly effective weapon **[→▭ 1/2]**. Freeze Bolts provide a close-range alternative to the much slower Freeze Bombs launched by the Sling, and are ideal for close-quarters combat situations in which bombs cannot be launched without damaging Aloy. The Rattler requires a very different approach to combat than most of Aloy's other weapons owing to its drastically shorter range, but learning how to make effective use of it can turn battles of attrition into swift and wholly one-sided victories.


1


2

Recommended Modifications



The Rattler is a deceptively versatile weapon that can be used for pure Damage output in conjunction with Freeze Bombs, configured as a single-target alternative to Freeze or Shock Bombs altogether, or set up to serve both purposes simultaneously as an all-in-one street sweeper. Combining three Damage Coils or substituting one for a Handling Coil will yield impressive results against enemies frozen through other means such as the Sling's Freeze Bombs, while the Rattler's own Freeze Bolts can build up Freeze Severity almost as quickly on a single target with three Freeze Coils equipped.

Unlike the Sling's slow, arcing Shock Bombs, which are thoroughly unsuitable against flying machines, the Rattler's Shock Bolts are ideal for grounding Glinthawks and stopping Stalkers in their tracks (though Stormbirds are resistant and will still require the use of a Ropecaster). To this end, three Shock Coils are an entirely viable loadout for the Rattler, though you may still want to carry a second Rattler configured for dealing direct Damage if you have the Resources to spare.

RATTLER

Recommended Lvl.	7
Rewards	+1170
Objective	Kill human enemies using Metal Bolts
Amount Required	3



In order to fulfill the requirements for this Tutorial, you must kill three hostile humans with Metal Bolts. You'll have a myriad of opportunities to complete this objective if you purchase the Rattler early in the game, but if you've already cleared all of the Bandit Camps, Eclipse Cult strongholds and other locations where human enemies can be found, you'll need to do a little more legwork before you earn your prize. The Devil's Thirst and Two-Teeth Bandit Camps are ideal locations for completing this Tutorial; otherwise any other Bandit Camps or Eclipse dig sites will do. If all else fails, you may simply initiate (or repeat) the game's final Quest and fulfill the objective by killing the cultists with your Rattler during the first phase of the battle.

CARJA RATTLER

Recommended Lvl.	18
Rewards	+3000
Objective	Shock robots weak to shock using Shock Bolts
Amount Required	3



For this Tutorial you must use Shock Bolts to inflict the Shock status three times on machines weak against Shock, which limits your valid targets to Stalkers and Longlegs. The earliest you'll be able to complete the objective is at the Corrupted Zone in the woods west of the Forsaken Village, but the Corrupted Longlegs at that location are very dangerous and you're better off using the ordinary Longlegs guarding the Spearshafts Tallneck instead. You may also use the Stalkers at the Spurflints Hunting Ground, but be sure to eliminate any other nearby enemies first in order to minimize the risk of interference by Watchers or Shell-Walkers. The Stalker nearest to the end of the center Slip-Line hangs in a stationary position on the giant boulder, so you can sneak up on it as long as you don't trip its Alarm Mines.

SHADOW RATTLER

Recommended Lvl.	15
Rewards	+2500
Objective	Freeze robots weak to freeze using Freeze Bolts
Amount Required	3

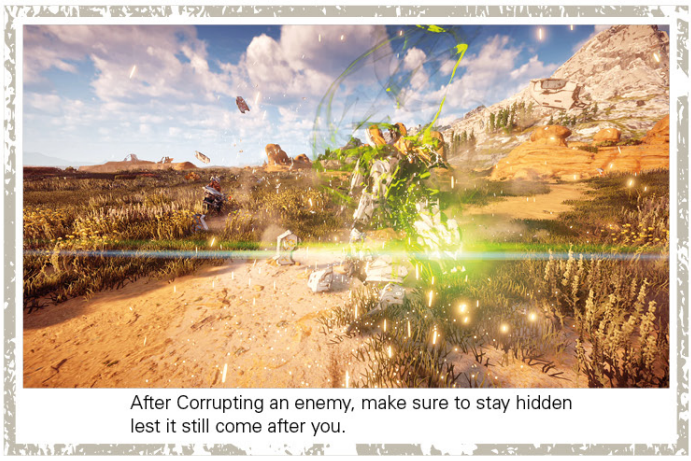


Only Tramplers, Rockbreakers or Fire Bellowbacks have the weakness to Freeze that you're looking for, and you will have to inflict Freeze three times using Freeze Bolts to complete this Tutorial. The Valleymeet Hunting Ground is an ideal location to complete this objective as it is patrolled by a single Fire Bellowback with only a Freeze Bellowback and some Striders in the vicinity, and the Striders will flee at the first sign of trouble. Slide down the rightmost slip-line and hide in the tall grass at the end, then wait for the Fire Bellowback to pass your position and let loose on it with a barrage of Freeze Bolts. Once it is frozen, retreat to a safe distance and destroy its Cargo Sac with Precision or Hardpoint Arrows to disable its ranged attacks. The Fire effect will overwrite the Freeze, allowing you to reapply Freeze again straight away. Consider switching to Shock Bolts to both stun the machine and cancel your Freeze effect again so that you can get the third application you require.

War Bow

The War Bow delivers elemental payloads at moderate ranges with pinpoint accuracy, offering the sole means of triggering Power Cell and Freeze Canister explosions. More importantly, it is also the only weapon capable of inflicting the Corruption status on enemies, and as such it is an invaluable tool for gaining temporary control of powerful machines even without the corresponding Overrides unlocked.

Another advantage of Corruption Arrows is that with a large enough bonus from Modifications, they can be made to inflict Corruption on nearly all enemies in one to two shots; moreover, since Freeze and Shock Arrows will trigger Canister explosions regardless of Modification bonuses (and because these arrows deal less Severity that other options in the first place), Corruption Coils are ultimately the dominant strategy for this weapon. This does change somewhat if you invest the time to obtain the Lodge War Bow, because unlike the other Lodge weapons that only receive a boost to their Handling, the Lodge War Bow also sees an increase to its elemental payloads.



After Corrupting an enemy, make sure to stay hidden lest it still come after you.

Like other weapons of its type, the War Bow synergizes well with the 'Concentration +' and 'Fast Reload' Skills, though it sees limited benefit from 'Double Shot' and 'Triple Shot' because it inflicts no direct damage and there are better ways of inflicting Freeze and Shock (see the Sling, Rattler and Tripcaster entries for further information). The latter two Skills can still be useful for increasing your chances of hitting Power Cells and Freeze Canisters or ensuring that your first shot with Corruption Arrows fills the target's severity meter to maximum, but in general it's more efficient to boost the weapon's Corruption stat as high as possible and rely on Concentration to ensure that your arrows hit their mark.



Weapon Details



Use Shock Arrows to hit Power Cells from cover...



...wait for the detonation...



...and then close in for some easy damage while the enemy is stunned.

Weapon Details

Draw Time	1.33sec	Max Mods	0.665sec
Reload Speed	0.75sec	Max Mods	0.375sec
Ammo per Pack	5	Crafter Skill	6
Quiver Capacity	10	Max Upgrade	30
Effective Range	70m	**Shot Type**	Direct

Weapon Types	Value
War Bow	25
Carja War Bow	50
Shadow/Lodge War Bow	100

Ammo Types & Modification Slots

	Shock Arrow	Freeze Arrow	Corruption Arrow	Slots
War Bow	✓			1
Carja War Bow	✓	✓		2
Shadow War Bow	✓	✓	✓	3
Lodge War Bow	✓	✓	✓	3

Acquisition Details

	Obtained From	Cost
War Bow	Trader Karst; Tier 1/2/3/4 Merchants	Metal Shards ×100
Carja War Bow	Tier 3/4 Merchants	Metal Shards ×300, Desert Glass ×5, Slagshine Glass ×2
Shadow War Bow	Tier 4 Merchants	Metal Shards ×800, Trampler Heart ×1
Lodge War Bow	Reward for getting a full set of 15 Blazing Sun Medals from Hunting Grounds as part of the 'Weapons of the Lodge' Side Quest	–

Arrows



In keeping with the established formula, Shock Arrows are the only ammunition capable of triggering Power Cell detonations. Although several other weapons offer faster and more effective means of inflicting Shock, these arrows are still useful for precision applications against individual human targets where other methods would be impractical – particularly Heavy and Elite units that would otherwise put up a spirited fight. In such situations, Shock Arrows derive considerable benefit from the 'Concentration +,' 'Fast Reload' and 'Double/Triple Shot' Skills, which help to facilitate rapid incapacitation of the desired target without the inherent risks of using Shock Bombs or Shock Wires at point-blank range.

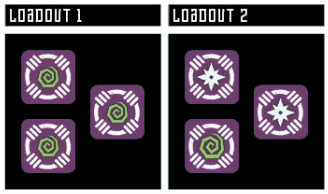


Freeze Arrows will inflict minor Freeze damage and moderate severity buildup on impact, and are the only ammunition capable of triggering Freeze Canister explosions. These arrows do not generate large explosions nor leave residual pools of Chillwater on the ground, so they are a much safer close-range substitute for Freeze Bombs; however, the Rattler's Freeze Bolts are considerably more effective for this purpose and you're better off saving your War Bow's Modification Slots for Corruption Coils. Freeze Arrows can be employed against small individual targets like humans as a more economical alternative to Freeze Bombs and are much better suited for anti-air duty; in these cases they are much more effective when used in conjunction with the 'Concentration +,' 'Fast Reload' and 'Double/Triple Shot' Skills.



Corruption Arrows are the ultimate stealth tool, enabling you to turn enemies against each other for a limited period of time without directly participating in combat yourself. The Corruption status functions similarly to an Override, but it also affects humans and machines whose Overrides you do not yet possess, and can be applied at long range via projectiles. Enemies distracted with one another will generally ignore you as long as you stay out of sight, though repeated attacks with Corruption Arrows will still betray your position and brand you a target. These unique arrows generate a small area of effect upon impact and a single one can affect multiple targets if they are grouped closely enough. The most effective tactic is to Corrupt the strongest enemy in a group first and mop up the survivors afterward.

Recommended Modifications



The War Bow occupies an overlapping niche with the Sling, the Rattler and the Tripcaster. Its Freeze and Shock Arrows offer few practical advantages beyond their ability to detonate Freeze Canisters and Power Cells, for which purpose there is no reason to augment those attributes with Modification Coils. However, while its ability to deal elemental damage is overshadowed by that of the Sling, the War Bow's true calling lies elsewhere: namely in its potential to sow havoc and destruction among the ranks of man and machine alike with Corruption Arrows.

Corruption is an extremely powerful tool throughout the game, but all the more so before you've cleared the Cauldrons necessary for Overriding particular machines. All enemies in the game except for Corrupted machines and certain unique human units are vulnerable to Corruption, which will turn your foes against one another and buy valuable time (as well as temporary allies) that can turn the tide of a battle. While stronger targets ordinarily require several shots with Corruption Arrows before the condition takes effect, stacking three Corruption Coils can reduce this to one or two shots for even the mightiest of machines such as Thunderjaws and Behemoths.

Reducing the amount of ammunition necessary for inflicting Corruption also minimizes your consumption of the rare and valuable Metalburn Resource, which is expensive to purchase from Merchants and troublesome to gather in the field owing to the rarity of the Corrupted machines from which it is obtained. When you acquire Corruption Coils, save them for your Shadow or Lodge War Bow to enjoy the benefits of instantly (albeit temporarily) Overriding humans and machines from a safe distance.

With the Lodge War Bow, however, because it also has an inherently higher Corruption value, you can play around with other Modification loadouts without reducing your Corrupting ability by much. The increase in the base Freeze value means that with a few Modifications you can make a weapon that can Freeze things faster than a Sling (due to your ability to have Double/Triple Shots set up), while giving you the safety, range and accuracy of a bow.

War Bow

Recommended Lvl.	13
Rewards	+2170
Objective	Shoot Power Cells using Shock Arrows
Amount Required	3



To complete this Tutorial, you must trigger three Power Cell detonations using Shock Arrows. Valid targets for this objective are Scrappers, Longlegs, Tramplers, Ravagers, Behemoths, and Thunderjaws, of which the most practical and earliest available choice is Scrappers. A Scrapper's Power Cell is located on its hindquarters, which can be difficult to reach with Shock Arrows as long as your target is mobile; in order to buy enough time to target the Power Cell, you must knock your target down with a heavy melee attack, then quickly move behind it and use the 'Concentration' Skill to extend the window of opportunity. You'll face several Scrappers during the Side Quest, 'In Her Mother's Footsteps;' alternatively, you may simply visit the Scrapper Site at the west end of the Embrace to fulfill this objective.

Carja War Bow

Recommended Lvl.	22
Rewards	+3670
Objective	Shoot Chillwater Canisters using Freeze Arrows
Amount Required	3



This Tutorial requires that you trigger three Freeze Canister detonations using Freeze Arrows. Lancehorns, Ravagers, Behemoths, Bellowbacks, Thunderjaws and Stormbirds are all valid targets, but by far the easiest of these machines to deal with are Lancehorns. Visit any Lancehorn site and either immobilize a member of the herd with Shock Bombs or simply use the 'Concentration' Skill from a safe vantage point, then shoot three Freeze Canisters with Freeze Arrows and stand back as they explode. If the Lancehorn does not survive long enough for all three canisters to detonate, hunt down another and repeat the process to finish the Tutorial.

Shadow War Bow

Recommended Lvl.	30
Rewards	+5000
Objective	Enrage machines with Corruption Arrows
Amount Required	3



This simplest of Tutorials requires only that you successfully inflict the Corruption status three times on any machine using Corruption Arrows. You may earn all three points by using the same target and will most likely complete the objective upon your first use of the Shadow or Lodge War Bows; the least dangerous machines for this purpose are Striders and Watchers, both of which can be found at the Strider Site in the Embrace where you're sent to gather Blaze for Fire Arrows in the beginning of the game, but there is little sense in going out of your way to complete this Tutorial given that it is more convenient to do so over the natural course of your exploration.

Tearblaster

Details

Acquisition	
Obtained From	
Quest Reward from the 'Hunter's Blind' Side Quest	

Weapon	
Ammo Capacity	5
Max Capacity	10
Effective Range	50m
Shot Type	Direct
Damage	0
Tear Severity	100



The Tearblaster is a unique weapon that fires ranged sonic blasts identical to those used by Longlegs. The Tearblaster's large, spherical projectiles inflict heavy Tear damage and can remove multiple machine parts at once. Human units hit by this weapon will be sent flying but won't sustain any damage unless they collide with an environmental hazard or fall from a great height. The Tearblaster lacks the reach of the Sharpshot Bow's Tearblast Arrows, has no upgraded models and cannot be modified, limiting its utility to midrange engagements. Its sonic bursts are well suited to dislodging Components from larger machines or groups of smaller ones, and can help clear tight spaces of human enemies if your position is overrun.



Knock a Bandit out of his guard tower, and the ensuing fall will often be enough to kill them.



The high Tear value makes this weapon great for quickly removing Components from troublesome machines at close range...



...and the wide spread lets you easily take off multiple Components at once.

The weapons in this category are available on a strictly temporary basis and can only be acquired from enemies or during specific quests. Heavy weapons are far more powerful than those to which Aloy has permanent access, and can help even the odds in otherwise desperate situations. Most, however, cannot be reloaded and must be discarded when their limited ammunition has been consumed. Furthermore, holding Heavy Weapons severely impedes Aloy's movement speed, making them unsuitable for use against highly aggressive targets in close quarters. Each weapon in this class can be acquired from different sources – some are carried by Heavy-type humans while others must be dislodged from certain machines. You may not bring Heavy Weapons with you during Fast Travel, though there's no limit to how far you can carry one on foot.



Ravager Cannon

This fully-automatic pulse cannon can be acquired by dislodging it from a Ravager. Its high rate of fire makes it ideal for engaging multiple enemies at all ranges, though it particularly excels at mowing down humans and weaker machines. It can also dish out impressive damage against stronger, larger machines with concentrated fire, and its high shot velocity and accuracy make it ideal for shooting down flying enemies like Glinthawks and Stormbirds. The Ravager Cannon can be fired in short bursts or sustained volleys, though it suffers a brief (about 1 second) spin-up delay marked by a distinctive audio cue; this holds true both when Aloy carries the weapon and while it is still attached to a Ravager.

The Ravager Cannon is the most commonly-available Heavy Weapon owing to the abundance of Ravagers in areas beyond Daytower Gate, and can be procured before or during many Quests to provide an immediate advantage. For the same reason, it is also a valuable asset when clearing certain Bandit Camps or facing stronger machines such as Rockbreakers, Thunderjaws and Behemoths that tend to inhabit the same territories in which Ravagers are found. The Ravager Cannon's ammunition capacity – the highest of all Heavy Weapons – makes it the best option for extended engagements with large groups of human enemies, and a mere few rounds will put down all but the toughest Elite units (who still only require a few more).

Details

Acquisition	
Obtained From	
Ravager	

Weapon	
Ammo Capacity	75
Effective Range	250m
Shot Type	Direct
Damage	100

Disc Launcher

Details

Acquisition	
Obtained From	
Thunderjaw	

Weapon	
Ammo Capacity	12
Effective Range	250m
Shot Type	Explosive
Damage	300
Blast Radius	3m



This unusual weapon can only be acquired by dislodging it from a Thunderjaw. Although it functions as laser-guided cluster artillery while still attached to its original owner, severing it from the machine's control disables its guidance functions and effectively renders it a rocket launcher in Aloy's hands. The explosive discs travel in a flat trajectory for incredible distances but move at very low velocity, so they're only useful for sniping large or stationary targets at long range. For this reason and owing to the weapon's severely limited ammunition capacity, the Disc Launcher is a poor choice for engagements with aerial targets. Each disc will detonate on impact, generating an explosion roughly equivalent in size to that of the Blast Sling's bombs, but considerably more powerful.

The Disc Launcher's powerful area attacks provide a distinct advantage against groups of human enemies and smaller machines. It is also effective for dislodging armor and Components from machines, and its most frequent and practical application is to turn it upon the Thunderjaw from which it was separated. Bear in mind that if one of the Disc Launcher's projectiles detonates within earshot of another enemy, it will immediately alert them.



It's even useful for dislodging the Disc Launcher on the other side of the Thunderjaw...

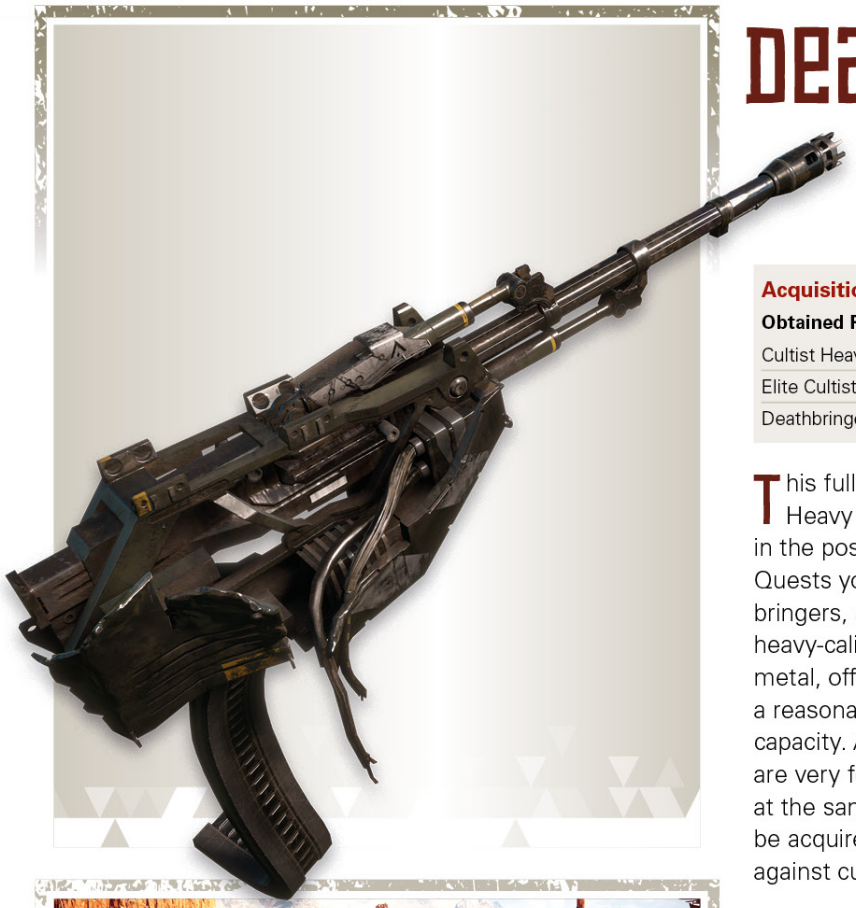


Unaware enemies are prime targets for the slow moving discs.



...which you can then use to finish it and anything else off.

DEATHBRINGER GUN



DETAILS

Acquisition	
Obtained From	
Cultist Heavy	
Elite Cultist Heavy	
Deathbringer	

Weapon	
Ammo Capacity	60
Effective Range	250m
Shot Type	Direct
Damage	100

This fully-automatic mounted machinegun is the first Heavy Weapon you'll obtain and can commonly be found in the possession of Eclipse Cultists; during certain Main Quests you'll also be able to dislodge it directly from Deathbringers, albeit at considerable risk. The Deathbringer Gun's heavy-caliber rounds are effective against both flesh and metal, offering pinpoint accuracy at close- to mid-range with a reasonably high fire rate and a respectable ammunition capacity. Although this weapon excels at anti-air duty, there are very few occasions on which you'll face airborne targets at the same time as any of the enemies from which it can be acquired; in most situations, you'll find yourself using it against cultists and their Corrupted machines.

Focused bursts of fire from the Deathbringer Gun can be used to destroy machine Components vulnerable to standard Damage, such as Bellowbacks' Cargo Sacs and Tramplers' Processing Units. It is most effective against human targets and can neutralize all but Elite units with only a few rounds; even so, emptying the entire magazine into larger, stronger machines can yield impressive results in conjunction with the 'Concentration' Skill as long as you place your shots carefully and aim for weak points like Rockbreakers' Exhaust Ports and Thunderjaw's Data Nexus.



Few things are as satisfying as using an ancient weapon to destroy an ancient machine.



With short controlled bursts, the Deathbringer Gun can be very accurate at long range.



The Past vs. The Future

Firespitter/Firestriker

Details

Acquisition	Firespitter	Firestriker
Obtained From	Elite Bandit Heavy	Shadow Heavy
	Mercenacry Heavy	Elite Shadow Heavy

Weapon		
Ammo Capacity	30	45
Effective Range	250m	250m
Shot Type	Delayed Explosive	
Damage	75	100
Fuse Time	1s	1s
Blast Radius	1.5m	



These two Heavy Weapons are almost identical in all but appearance, with the Firestriker carried by Shadow Carja soldiers and the more rudimentary Firespitter wielded by Bandits. Both variants serve as portable launchers for primitive detonating rockets with timed fuses, and both are capable of firing in sustained volleys or three-round bursts. The primary differences between the two is that the Firestriker takes less time to warm up and fire the first rocket, and each rocket also deals more damage. The rockets inflict damage upon hitting a target, and then again shortly afterwards when they detonate, generating localized blasts too small to reach beyond the target's immediate vicinity. Although each individual rocket inflicts only modest damage, their high rate of fire and ability to briefly incapacitate soft targets with each hit make them highly effective against human enemies – especially tougher Heavy and Elite units **[→▢ 1]**.



Firespitters are the only Heavy Weapons regularly obtainable in the areas preceding Daytower Gate and can be readily acquired at any of the Bandit Camps in the eastern section of the Map; in particular, their availability at the Two-Teeth camp makes them especially useful for clearing the Corrupted Zones in that region. Bear in mind, however, that clearing all of the Bandit Camps will cut off your primary sources of Firespitters, so carefully decide when to purge the bandits if you wish to continue procuring this weapon from them. In contrast, Firestrikers are extremely rare and can only be obtained during certain Quests, so be sure to take one for a spin when the opportunity arises.



Oseram Cannon

Details

Acquisition

Can Only Be Used In

Main Quests 'The Looming Shadow' (P.356) & 'The Face of Extinction' (P.359), Side Quest 'Heap of Trouble' (P.385)

Weapon

Ammo Capacity	Infinite*
Effective Range	250m
Shot Type	Parabolic
Damage	200-400
Blast Radius	3m

*Can only be fired in proximity to an ammunition cache.

The Oseram Cannon is a special Heavy Weapon available only during one Side Quest and two Main Quests. You will be able to test out the weapon before the final Main Quest, either by completing the Side Quest 'Heap of Trouble', or inspecting the defenses during the Main Quest 'The Looming Shadow', and it's highly recommended that you do so. While aiming, press R2 to load a series rounds into the firing chamber. Once the payload capacity has been reached, the full salvo will be shot out of the cannon in a shallow arc. There is a small indicator beside the targeting reticule that shows the capacity of the weapon, so you can always tell when it's about to fire. You can also keep holding R2 to stop the salvo from firing, allowing you to adjust your aim if needed. Landing a full barrage will decimate any target short of a Deathbringer, and the large area the spread covers also makes it great against groups of smaller enemies.

It is important to note that while you'll have unlimited ammunition as long as you stay near the large baskets of ammo, attempting to carry an Oseram Cannon away from these positions will render the weapon inoperable. The cannon is intended solely for use during the associated quests; as such, it will not function outside of designated areas **[→▢ 2]**.



You'll need to aim well above targets at long range if you want to hit them....



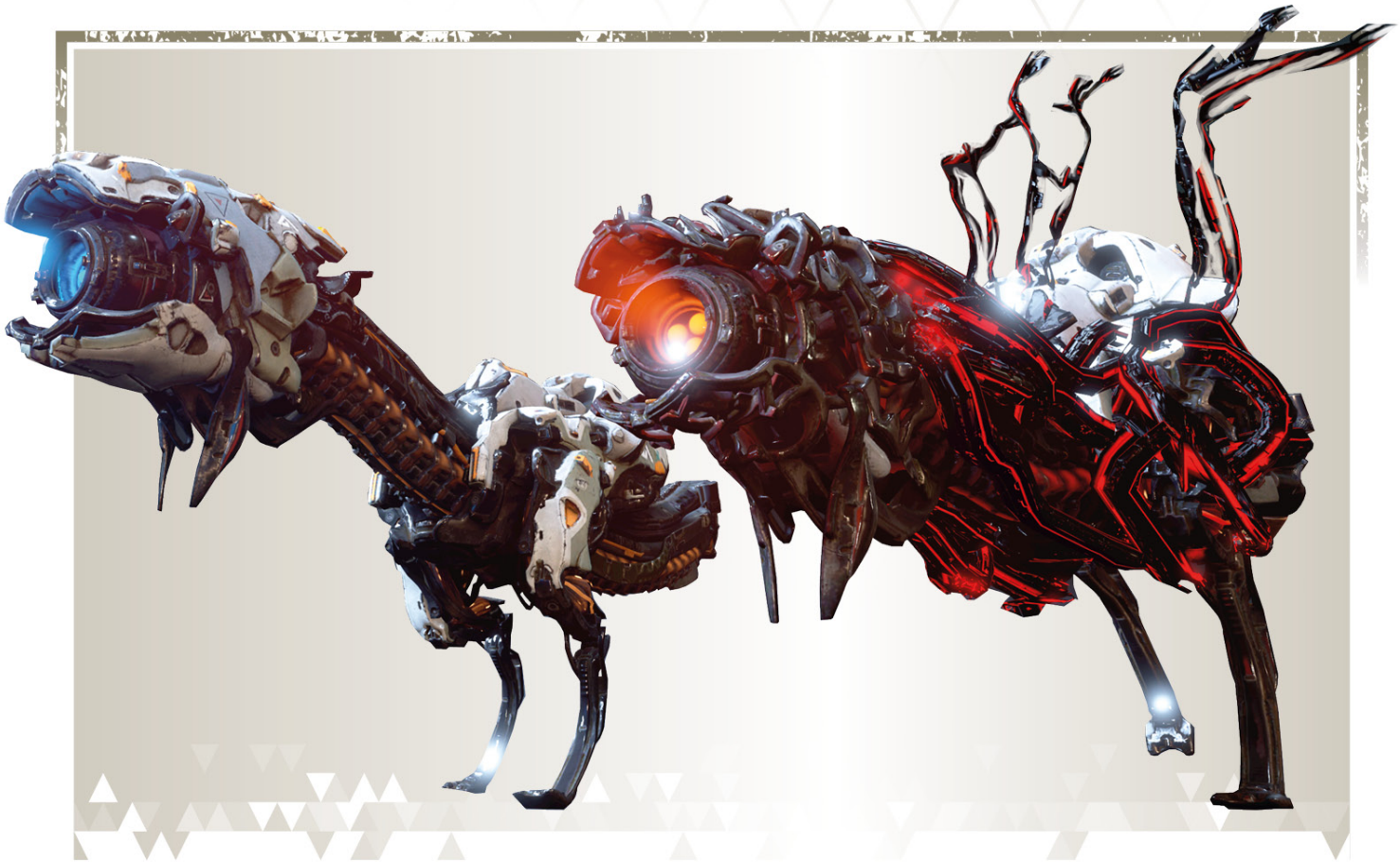
...but when you do, the results can be devastating.







Aloy has trained for years to take down huge, animalistic machines that can trample her underfoot. Here we've distilled that knowledge into 130 pages of data, strategies and diagrams, so no matter what kind of situation you drag Aloy into, you'll have the tools to get her out unscathed.



THE WATCHER AND REDEYE WATCHER

The Watcher and its Redeye variant are basic scouting class machines. They're often found protecting the more docile machines such as the Strider or Grazer, or as a Corrupted machine alongside hostile humans, using their exceptional perception abilities to detect threats. Their first priority is to alert other nearby enemies once a threat has been detected – they won't attack the threat until the alert has been sounded.

While fairly weak alone, they shouldn't be underestimated as their ability to alert other nearby enemies and bring them into the battle can very quickly escalate the encounter into something beyond your control. Once they engage, normal Watchers will attempt to take advantage of their numbers by circling around you and launching attacks from multiple angles at close range. Redeye Watchers also try to take up flanking positions, but they'll always attempt to create space by backing up first, and then attacking from long range with Energy Blasts.

5	Small Reconnaissance Machine Watcher								12
	90 HP 175 XP				135 HP 455 XP				
Component Removal	- XP				- XP				
Damage Received (%)	0	0	0	0	+50	0	0	-	
Severity Build-up (%)	0	0	0	0	+100	0	0	-	

10	Small Reconnaissance Machine Redeye Watcher								17
	200 HP 345 XP				400 HP 915 XP				
Component Removal	- XP				- XP				
Damage Received (%)	0	0	0	0	+50	0	0	-	
Severity Build-up (%)	0	0	0	0	+100	0	0	-	





ARMOR AND COMPONENTS

The impact that armor plating has on the Watcher and Redeye Watcher is fairly minimal. Most of the new plating is concentrated around the machine's body and legs, rather than around its Eye Component. As a result, your main target is largely unaffected, and the strategy section won't change in either case.

COMPONENTS



EYE
Very large damage multiplier when hit

HEALTH	–
TEAR	–
REMOVAL DAMAGE	–

EYE
Small damage multiplier when hit

HEALTH	–
TEAR	–
REMOVAL DAMAGE	–

The regular Watcher's Eye is a fair bit different than the standard Eye of other machines. This unique variant grants a significantly higher damage multiplier and is the main weakpoint on this machine's body. On the regular version of the Watcher, hitting its Eye Component will grant eight times as much damage as hitting its body. Unfortunately, the Redeye Watcher is not included in this increase, as its Eye Component is consistent with that of other Machines and only doubles your damage when hit.

LOOT

Loot Group	Chance	Name	Amount
1 Always drops 1 of 3 set quantities	–	Metal Shards	01/02/03
2 Always drops 1 of 2 items in 1 of 3 quantities	–	Sparker	01/02/04
	–	Wire	01/02/03
3 Sometimes drops 1 of 3 items	Low	Watcher Lens	1
	Very Low	Watcher Heart	1
	Extremely Low	Machine Core (Small)	1
4 Sometimes drops 1 of 4 items	Low	Coil (Uncommon)	1
	Low	Weave (Uncommon)	1
	Extremely Low	Coil (Rare)	1
	Extremely Low	Weave (Rare)	1

Watcher

Hitzone	Stage 1	Result
Head Legs Body	25	Stagger
	Stage 2	**Result**
Head Legs Body	100	8 sec knockdown



Redeye Watcher

Hitzone	Stage 1	Result
Head Legs Body	25	Stagger
	Stage 2	**Result**
Head Legs Body	100	8 sec knockdown



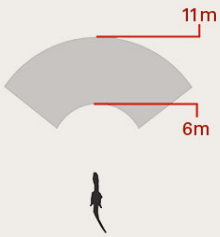


ATTACKS

JUMPING SMASH

Attack Properties

Damage Type	Melee
Primary Damage	75 (Watcher) 90 (Redeye Watcher)
Secondary Damage	–
Trigger Range	6m – 11m



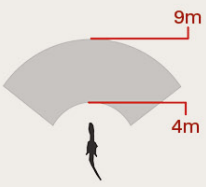


This mid-ranged attack covers a fairly impressive distance. It's indicated by the Watcher dropping its head down and to the right, then jumping directly at you. Stay on your guard and listen for the audio cue. The Watcher carries a lot of momentum with this attack, so dodging forward or backwards can be more dangerous than left or right, depending on your current positioning. The machine will take a small amount of time to recovery after this attack, giving you a short window to strike back.

HEAD STRIKE

Attack Properties

Damage Type	Melee
Primary Damage	75 (Watcher) 90 (Redeye Watcher)
Secondary Damage	–
Trigger Range	4m – 9m



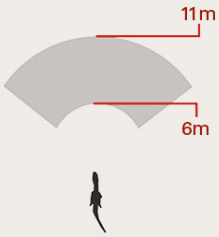


This is a slight variation of the standard jump attack. Instead of dropping its head down and to its right, it will move its head to its left before leaping at the player. Upon landing, the Watcher will stumble and roll, falling to the ground leaving it exposed. This attack has a long recovery time, which offers one of your best opportunities for damage.

Blinding Stun Flash

Attack Properties

Damage Type	Blinding
Primary Damage	–
Secondary Damage	–
Trigger Range	6m – 11m



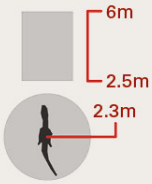


This attack is typically used when up close or at mid-range, and will blind and disorientate you if you're caught within its proximity of effect. The range of the Blinding Stun Flash is a bit shorter than it may appear, so simply backing away is generally all that's required to avoid it. You won't suffer any damage when hit, but your screen will flash white and your movement will be slowed. Both debilitating effects will expire after 6 Seconds.

Tail Strike

Attack Properties

Damage Type	Melee
Primary Damage	85 (Watcher) 100 (Redeye Watcher)
Secondary Damage	–
Trigger Range	2.5m – 6m





The Tail Strike has a similar start-up animation to the Jumping Smash, but comes out a bit quicker. Wait for the Watcher to shift its head down and to the right, and then use the audio cue to time your dodge. You'll generally want to roll either through the attack or backwards away from the Watcher entirely. The range is fairly short, so if you're quick in your movement you can simply walk backwards out of range, letting you counter-attack quicker.

Energy Blast

Attack Properties

Damage Type	Explosion
Primary Damage	40
Secondary Damage	–
Trigger Range	0m – 55m







Both varieties of Watchers can use this attack. The normal Watcher only tends to do it when it cannot close in and attack at close range, but the Redeye Watcher will almost exclusively attempt to use it, regardless of range. This attack requires a short period for the Watcher to charge up, during which you'll see energy gathering within the Watcher's Eye, and hear a distinct sound. Watchers will often try to predict your movements and fire this small ball of energy ahead of you (in the direction you were moving in at the time of release). To avoid it you can either stop if it's travelling ahead of you, or roll through it in any direction.

STRATEGY

Recommended Equipment	
Equipment Name	**Ammo Type**
Sharpshot Bow	Precision Arrow
Hunter Bow	Hardpoint Arrow
Rope Caster	Tie Rope
Recommended Skills	
Skill	Silent Strike, Critical Hit, Concentration

While the Watcher may be a relatively weak enemy alone, it poses a significant threat when fought alongside other enemies. It should be one of the first targets you consider dealing with. The Redeye Watcher in particular becomes especially problematic when allowed to freely shoot its projectiles at you from range, and getting hit by their Blinding Stun Flash attack will makes it more difficult for you to avoid damage from other enemies **[→▭ 1/2]**. As a result, you'll want dispatch the Watcher quickly and quietly. The easiest way to do this is to use the Silent Strike Skill. Approach Watcher from behind to avoid detection, or coax them towards tall grass by throwing Rocks or using Lure Call.


1


2

It's possible to kill the regular Watchers silently by shooting their eyes directly. In most situations you'll kill it with one shot, but if not you'll have a small window to try again before it alerts other enemies. Reposition these machines as necessary with Rocks or Lure Call, either pulling them into tall grass for stealth kills or changing their facing direction for a better shot at their Eye **[→▭ 3/4]**. The Watcher will perform a small hop as it rotates around to face your direction. Once this rotation is complete, it will drop its head slightly and hold it there for a moment – this is the perfect time to hit the eye. The Sharpshot Bow with Precision Arrows is the best tool for this job; it has high damage and increased zoom over other the Hunter Bow.


3


4

Redeye Watchers on the other hand are a bit more robust, as they have a much lower multiplier for hitting their Eye. They're also much more dangerous when left alone because they'll often retreat back out of your peripheral vision and fire Energy Blasts over great distances. Both versions of the Watcher are very easy to knock over with the Spear's R2 attack, and once knocked down you'll be able to either Override the machine or perform a Critical Hit.

In open combat, this should be the tactic you focus on; countering after the Watcher performs any of its attacks. The Ropecaster is very effective in setting this up, and lets you do so from range which can be particularly effective against the Redeye Watcher. It should also be noted that your heavy R2 attack will damage all enemies in a small area; stick close to ones that are recovering from an attack to try and bait other Watchers into attacking and grouping up, allowing you to hit all of them with a single swing.



THE STRIDER, BROADHEAD AND CHARGER

5	Small Acquisition Machine Strider					12			
	105 HP 175 XP					158 HP 455 XP			
Component Removal	20 XP					30 XP			
Damage Received (%)	0	0	0	0		+50	0	0	-
Severity Build-up (%)	0	0	0	0		+100	0	0	-

10	Small Acquisition Machine Broadhead					18			
	175 HP 345 XP					263 HP 1050 XP			
Component Removal	30 XP					100 XP			
Damage Received (%)	0	0	0	0		+50	0	0	-
Severity Build-up (%)	0	0	0	0		+100	0	0	-

13	Small Acquisition Machine Charger					18			
	325 HP 525 XP					488 HP 1050 XP			
Component Removal	50 XP					100 XP			
Damage Received (%)	0	0	0	0		+50	0	0	-
Severity Build-up (%)	0	0	0	0		+100	0	0	-

These common machines are seen throughout the world and will be your only mountable companions when Overridden. Skittish by nature, they appear in herds often protected by an accompanying group of Watchers. If they spot you or detect a loud noise nearby, or if you're seen by a Watcher or other accompanying machine, the herd will nearly always run away in the opposite direction to escape danger. In the case of the Strider or Broadhead, if you're very close to one of them when they detect you, they will stay to fight while the others flee. Chargers are slightly more aggressive with this behavior – one of them will nearly always break off to defend the herd by attacking you. Given their tendency to appear in large groups, they are one of your earliest and best sources of harvesting Blaze.

ARMOR AND COMPONENTS

The biggest thing to note about the armored versions of these three enemies is the fact that the Blaze Canister will be covered by protective plating that must be removed before detonating the canisters becomes possible.







COMPONENTS

HORNS (X2)

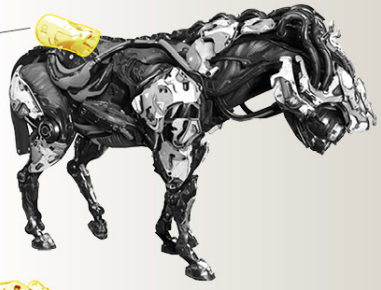
Disables Charge attack when both horns are removed / destroyed

HEALTH	100
TEAR	70
REMOVAL DAMAGE	50

BLAZE CANISTER

Detonated by Fire Arrow

HEALTH	100
TEAR	35
REMOVAL DAMAGE	50



BLAZE CANISTER (X2)

Detonated by Fire Arrow

HEALTH	100
TEAR	35
REMOVAL DAMAGE	50





HORNS (X2)

Disables Charge attack when both horns are removed / destroyed

HEALTH	100
TEAR	70
REMOVAL DAMAGE	50

LOOT

Strider

Hitzone	Stage 1	Result
Head	50	Stagger
Body Legs	50	Stagger
	Stage 2	**Result**
Head	–	–
Body Legs	75	8 sec knockdown



Strider

Loot Group	Chance	Name	Amount
1 Always drops 1 of 3 set quantities	–	Metal Shards	1/2/7
2 Always drops 1 of 2 items in 1 of 3 quantities	–	Sparker	1/2/5
	–	Wire	1/2/4
3 Sometimes drops 1 of 3 items	Low	Strider Lens	1
	Very Low	Strider Heart	1
	Extremely Low	Machine Core (Small)	1
4 Sometimes drops 1 of 4 items	Low	Coil (Uncommon)	1
	Low	Weave (Uncommon)	1
	Extremely Low	Coil (Rare)	1
	Extremely Low	Weave (Rare)	1

Broadhead

Hitzone	Stage 1	Result
Head	90	Stagger
Body Legs	90	Stagger
	Stage 2	**Result**
Head	–	–
Body Legs	180	8 sec knockdown



Broadhead

Loot Group	Chance	Name	Amount
1 Always drops 1 of 3 set quantities	–	Metal Shards	3/5/16
2 Always drops 1 of 2 items in 1 of 3 quantities	–	Sparker	2/4/8
	–	Wire	3/5/8
3 Sometimes drops 1 of 3 items	Low	Broadhead Lens	1
	Very Low	Broadhead Heart	1
	Extremely Low	Machine Core (Small)	1
4 Sometimes drops 1 of 4 items	Low	Coil (Uncommon)	1
	Low	Weave (Uncommon)	1
	Extremely Low	Coil (Rare)	1
	Extremely Low	Weave (Rare)	1





Charger

Loot Group		Chance	Name	Amount
1	Always drops 1 of 3 set quantities	–	Metal Shards	5/9/28
2	Always drops 1 of 2 items in 1 of 3 quantities	–	Sparker	3/6/12
		–	Wire	4/9/14
3	Sometimes drops 1 of 3 items	Low	Charger Lens	1
		Very Low	Charger Heart	1
		Extremely Low	Machine Core (Small)	1
4	Sometimes drops 1 of 4 items	Low	Coil (Uncommon)	1
		Low	Weave (Uncommon)	1
		Extremely Low	Coil (Rare)	1
		Extremely Low	Weave (Rare)	1

Charger

Hitzone	Stage 1	Result
Head	90	Stagger
Body Legs	90	Stagger
	Stage 2	**Result**
Head	–	–
Body Legs	180	8 sec knockdown



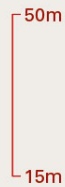


ATTACKS

CHARGE

Attack Properties

Damage Type	Melee
Primary Damage	85 (Strider) 225 (Broadhead) 100 (Charger)
Secondary Damage	–
Trigger Range	15m – 50m









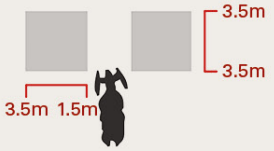
The machines will lower their head, before pawing at the ground with both their hooves in sequence. They'll then charge forward, dealing damage to anything they come into contact with. It's best to dodge, or even just run left or right to avoid this attack. Doing so a bit earlier than when it would hit you is a good way to exploit this attack's poor tracking, giving you more time to counter.

The Broadhead and Charger can hit a larger area with this attack due to their Horn components, so you should be mindful to dodge a bit more precisely. The charge attack can be completely disabled when the Horns are removed, though. You won't be able to prevent the Strider from charging, short of never giving it enough distance to use its attack.

SPIN KICK

Attack Properties

Damage Type	Melee
Primary Damage	70 (Strider) 100 (Broadhead) 225 (Charger)
Secondary Damage	–
Trigger Range	1.5m – 3.5m







This attack comes out quite quickly, with little in the way of warning. Usually, the machine will be facing you when initiating this attack. The machines will kick their hind legs violently, spinning in a tight radius before it reaches 180 degrees of rotation. Because of this, you'll have a reasonable amount time to react, making it possible to avoid by simply backing away.

RODEO KICK

Attack Properties

Damage Type	Melee
Primary Damage	70 (Strider) 110 (Broadhead) 200 (Charger)
Secondary Damage	–
Trigger Range	0m – 2.5m







Another attack that comes out quite quickly, the Rodeo Kick is very similar to the Spin Kick. The main difference however is in the number of kicks that are performed, and the total rotation of the attack. The machine will kick multiple times as it rotates over 360 degrees. Your best option to avoid this attack is to simply dodge backwards, away from the attack.

HIND LEG STRIKE

Attack Properties

Damage Type	Melee
Primary Damage	70 (Strider) 125 (Broadhead) 175 (Charger)
Secondary Damage	–
Trigger Range	1.5m – 3.5m







This attack is only performed when you're standing behind them. The machines will kick violently with their hind legs with little start up or warning. The attack is also able to travel a surprising distance, making its range deceptive. These machines' general tendency to rotate and face your direction means you'll not often see this attack. Dodge to either side to avoid it.

DOUBLE STRIKE

Attack Properties

Damage Type	Melee
Primary Damage	70 (Strider) 150 (Broadhead) 200 (Charger)
Secondary Damage	–
Trigger Range	0m – 7m







This is a common attack used at medium range. They'll raise their front legs into the air, turning slightly to the side before lunging forward. As they do so, the machines will attack with their front legs starting from the side furthest from you. Once this swipe completes, the machine will plant its front legs into the ground, and rotate nearly 180 degrees before kicking with their hind legs. It's easiest to simply roll backwards and away, or through the attack itself, however it is possible with quick reactions to run in a direction that follows the attack's rotation. This lets you avoid the attack without the need to roll, giving you a larger window to counter attack.

MOUNTED COMBAT

These three machines are mountable when Overridden, and function as a companion when in combat. While mounted, you can aim your bow with L2, and use your Weapon Wheel with L1. You can speed up incrementally, eventually coming to a sprint with each press of ⊗. In order to slow down, tap the ◎ button or hold it to stop entirely, while the △ button allows you to get on or off the mount. You'll also be able to deal damage to enemies with the mount itself, using 3 distinct attacks that are outlined below or simply by running into enemies while your mount is sprinting.



DOUBLE STRIKE

R1

Attack Properties

Direct Damage	35
Impact Severity	100



Hitting R1 will cause the machine to rear on its back legs before kicking at anything in front of you.

PIVOT KICK

R2

Attack Properties

Direct Damage	70
Impact Severity	100



Using R2 will instead cause your mount to pivot 180 degrees before kicking with its hind legs. This ability can also be used not just as an attack, but a means of quickly changing your direction when mounted.

HIND LEG STRIKE

R1 + Left Stick Backwards

Attack Properties

Direct Damage	70
Impact Severity	100



This is identical to the Hind Leg Strike listed previously. It's initiated by pressing R1 while simultaneously pointing the Left Stick in the opposite direction the machine is facing. You'll need to input both actions fairly quickly, as the machines will begin to turn if the left stick is held too long, causing the standard R1 attack to be performed instead. It's possible to perform this attack after using an R2 Pivot Kick, but again, you'll need to be quick with your inputs.

CHARGE

Contact while Sprinting

Attack Properties

Direct Damage	20 (Strider) 35 (Broadhead) 60 (Charger)
Impact Severity	100 (Strider) 150 (Broadhead) 120 (Charger)



The last way to deal damage using your mounted companion is to run into enemies while your mount is sprinting. Damage is applied on contact and varies between the different mount options available to you.

STRATEGY

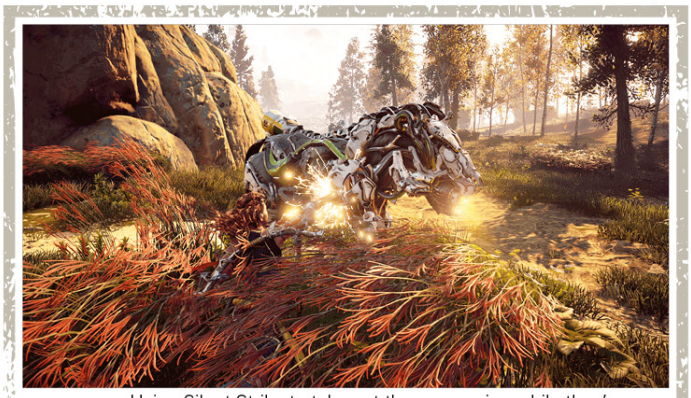
Recommended Equipment	
Equipment Name	**Ammo Type**
Hunter Bow	Fire Arrow
Ropecaster	Tie Rope
Tripcaster	Shock Rope
Recommended Skills	
Skill	Silent Strike, Concentration

Due to the skittish nature of these three machines, they are best dealt with stealthily. Use Lure Call or Rocks to lead individual machines away from the main herd, and then Silent Strike them from within some tall grass. You can also approach them without detection from behind or while they have their heads down to harvest.

You can use their tendency to flee to your advantage. They exhibit herd behavior, tending to stay as a group even when fleeing. Set up some traps or wires nearby, and position yourself such that the herd of machines is between you and the trap. When detected they will try to escape, only to run into your preparations **[→▢ 1/2]**.







Using Silent Strike to take out these enemies while they're unaware is usually your best option.

To dispatch the herd quickly, use Concentration or Hunter Reflexes to shoot the Blaze Canisters of multiple machines in the group with Fire Arrows. The Canisters are located on the machine's backside, giving you a pretty clear target as they run away. Keep in mind that this will prevent you from gathering Blaze from the detonated components. This is less of an issue with the Broadhead since it has two Blaze Canisters, meaning it's possible to detonate one while still harvesting Blaze from the other **[→▢ 3]**.

If you are spotted and have to engage these machines in open combat, use the Ropecaster to pin them down to prevent their escape. You can also use this to easily Override singular machines to be used as mounts. Consider using your R2 Spear attack liberally after avoiding one of these machine's attacks – they are easily knocked down, giving you ample opportunity to dispatch them quickly.





THE GRAZER AND LANCEHORN

8	Small Acquisition Machine **Grazer**								15
	150 HP 260 XP				225 HP 690 XP				
Component Removal	20 XP				50 XP				
Damage Received (%)	0	0	0	0	+50	0	0	-	
Severity Build-up (%)	0	0	0	0	+100	0	0	-	

13	Small Acquisition Machine **Lancehorn**								18
	275 HP 525 XP				413 HP 1050 XP				
Component Removal	50 XP				100 XP				
Damage Received (%)	0	0	0	0	+50	0	0	-	
Severity Build-up (%)	0	0	0	0	+100	0	0	-	

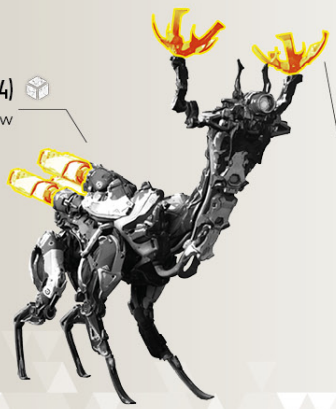
The Grazer and Lancehorn can be found in herds in all terrain types, harvesting raw materials from the earth with their Rotor Blades or Drill Horns. Timid by nature, they will prioritize fleeing rather than fighting, although a pair may break off to defend the herd from threats. They carry multiple Canisters on their backs, and are great sources of Blaze and Chillwater.

Armor and Components

The armored variants of the Grazer and Lancehorn shouldn't give you too much trouble. The Canister Components on the machine's rear will still detonate with a direct hit from a Fire or Freeze Arrow without the need to remove any coverings, and it won't affect the damage of your Critical Hit or Silent Strike Skills.



Components



Blaze Canister (x4)
Detonated by Fire Arrow

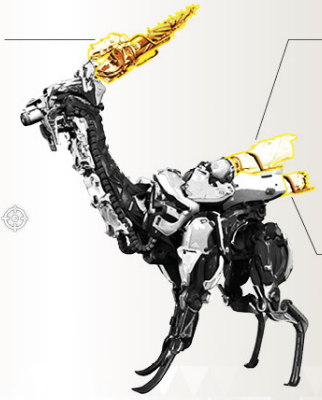
HEALTH	100
TEAR	25
REMOVAL DAMAGE	50

Drill Horn (x2)
Disables Horn attacks when removed

HEALTH	100
TEAR	70
REMOVAL DAMAGE	50

Rotor Blades (x2)
Disables Charge attack when removed

HEALTH	100
TEAR	50
REMOVAL DAMAGE	50



Resource Container (x2)
Drops Resources when removed

HEALTH	100
TEAR	32
REMOVAL DAMAGE	50

Freeze Canister (x2)
Detonated by Freeze Arrow

HEALTH	100
TEAR	32
REMOVAL DAMAGE	50

Loot

Grazer

Loot Group		Chance	Name	Amount
1	Always drops 1 of 3 set quantities	–	Metal Shards	2/4 /11
2	Always drops 1 of 2 items in 1 of 3 quantities	–	Sparker	2/3/6
		–	Wire	2/4/5
3	Sometimes drops 1 of 3 items	Low	Grazer Lens	1
		Very Low	Grazer Heart	1
		Extremely Low	Machine Core (Small)	1
4	Sometimes drops 1 of 4 items	Low	Coil (Uncommon)	1
		Low	Weave (Uncommon)	1
		Extremely Low	Coil (Rare)	1
		Extremely Low	Weave (Rare)	1

Grazer

Hitzone	Stage 1	Result
Head	50	Stagger
Body Legs	50	Stagger
	Stage 2	**Result**
Head	–	–
Body Legs	75	8 sec knockdown



Lancehorn

Hitzone	Stage 1	Result
Head	50	Stagger
Body Legs	50	Stagger
	Stage 2	**Result**
Head	–	–
Body Legs	100	8 sec Knockdown



Lancehorn

Loot Group	Chance	Name	Amount
1 Always drops 1 of 3 set quantities	–	Metal Shards	2/4/11
	–	Sparker	2/4/11
2 Always drops 1 of 2 items in 1 of 3 quantities	–	Wire	2/3/7
	Low	Lancehorn Lens	1
3 Sometimes drops 1 of 3 items	Very Low	Lancehorn Heart	1
	Extremely Low	Machine Core (Small)	1
	Low	Coil (Uncommon)	1
4 Sometimes drops 1 of 4 items	Low	Weave (Uncommon)	1
	Extremely Low	Coil (Rare)	1
	Extremely Low	Weave (Rare)	1





ATTACKS

CHARGE

Attack Properties

Damage Type	Melee
Primary Damage	120 (Grazer) 150 (Lancehorn)
Secondary Damage	–
Trigger Range	0m – 50m



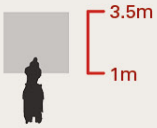


This attack is predominantly used from far-range, so it's a much more significant threat if you choose to ignore this machine in combat. The Grazer will pause briefly before lowering its head and pointing its horns in your direction. It will then charge at you in a similar fashion to the Strider's Charge Attack. In the case of the Lancehorn, it will take quick hop backwards before beginning its charge. This charge attack has better tracking than that of the Strider and company, so you'll likely want to play it safe and dodge – perpendicular to the attack's trajectory – rather than run, when attempting to avoid this attack.

Upward Stab

Attack Properties

Damage Type	Melee
Primary Damage	100 (Grazer) 130 (Lancehorn)
Secondary Damage	–
Trigger Range	1m – 3.5m





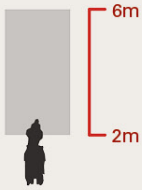


The Upward Stab attack is very quick to come out – offering little in the way of warning – and can be performed in two variations. It will either be executed while the machine is stationary (and does not carry forward momentum) or while the machine is moving (and will carry significant momentum forward). Its short trigger range means you'll not often see it performed. However, when you do, simply roll backwards and away or through the attack itself to avoid it.

Leaping Front Kick

Attack Properties

Damage Type	Melee
Primary Damage	90
Secondary Damage	–
Trigger Range	2m – 6m



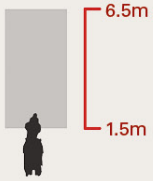


This attack is seldom used if the Rotor Blades or Drill Horns are still intact, as both machines tend to favor the Upward Stab. However, when these components are disabled, this attack is used constantly at close-range. The machine will take a hop forwards before raising their front legs to kick. This attack does have some forward momentum so be mindful to properly time your rolls backwards. Additionally, if you're quite close to either machine it's possible to simply walk towards and through the attack – their legs will simply travel over your head.

Lancehorn: Gore and Flip

Attack Properties

Damage Type	Melee
Primary Damage	200
Secondary Damage	–
Trigger Range	1.5m – 6.5m



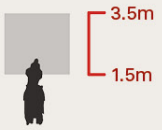


The Lancehorn will drop its head as if it were going to initiate the Charge attack, but instead will run forward and try to gore the player, swinging its head backwards in an attempt to flip anything it happens to catch. Like the Charge, your best bet to dodge this is still horizontal movement, either running or dodging laterally to either rside.

FRONT LEG KICK

Attack Properties

Damage Type	Melee
Primary Damage	90 (Grazer) 120 (Lancehorn)
Secondary Damage	–
Trigger Range	1.5m – 3.5m



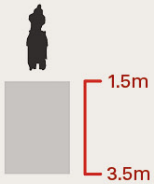


A variation of the Leaping Front Kick, this attack is virtually identical to the initial attack, however the normal Front Leg Kick does not have the hop, nor does it carry the same sort of forward momentum as the Leaping Front Kick. Dodge to either side to avoid this attack.

HIND LEG KICK

Attack Properties

Damage Type	Melee
Primary Damage	90 (Grazer) 120 (Lancehorn)
Secondary Damage	–
Trigger Range	1.5m – 3.5m



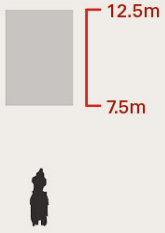


Like the Strider-type enemies before it, this attack is only used when you are behind the Grazer or Lancehorn. It is just as dangerous given its incredibly low start up time and surprising range. We recommend you not put yourself in a position to see this attack used, but if you have no choice then do your best to dodge quickly to either side to avoid it.

LANCEHORN: LEAPING HORN STAB

Attack Properties

Damage Type	Melee
Primary Damage	200
Secondary Damage	–
Trigger Range	7.5m – 12.5m





The Lancehorn will jump high into the air before driving its horns into the ground. The machine will be momentarily immobilized after doing this, exposing its Freeze canisters. This is easily your best opportunity to counter attack against the Lancehorn. It is best to dodge backwards, away from the attack. As with the Upward Stab, destroying the Drill Horns will disable this attack.

STRATEGY

Recommended Equipment	
Equipment Name	**Ammo Type**
Hunter Bow	Fire Arrow*
War Bow	Freeze Arrow**
Ropecaster	Tie Rope
*Use against Grazer / **Use against Lancehorn	
Recommended Skills	
Skill	Silent Strike, Concentration



Similar to the Strider, the Grazer and Lancehorn will try to run once they spot you. These machines are, however, a bit more aggressive when provoked and will sometimes attack you if you are too close.

You'll ideally want to take a stealth approach when combating these machines, especially if your goal in fighting them is to harvest their Blaze or Chillwater **[→▢ 1/2]**. Coaxing single units away to tall grass or approaching from behind while their heads are down to harvest are the best ways to land a Silent Strike for a clean kill.





However, because the Grazer and Lancehorn carry multiple Canisters on their backs, detonating them becomes a much more appealing option. Using Fire Arrows and Freeze Arrows respectively, try to hit one canister on as many machines in the herd as you can, using Concentration and Hunter Reflexes to assist you. Doing so will help get as much coverage as possible for the resulting explosions, which may be the difference between destroying all of the enemies, or only a few, when using this tactic. Killing a whole herd like this can be a great way of rapidly gaining XP **[→▢ 3/4]**.

Overriding these machines can prove very useful when facing large groups of enemies, as you can detonate their canisters even when Overridden. This effectively turns them into walking bombs, so to speak. Try waiting for the Grazer or Lancehorn to start charging at an enemy before hitting the Canisters in order to time the explosions optimally.





SCRAPPER

8	Small Acquisition Machine Scrapper								15
	220 HP 260 XP				330 HP 690 XP				
Component Removal	20 XP				50 XP				
Damage Received (%)	0	0	0	0	+50	0	0	-	
Severity Build-up (%)	0	0	0	0	+100	0	0	-	

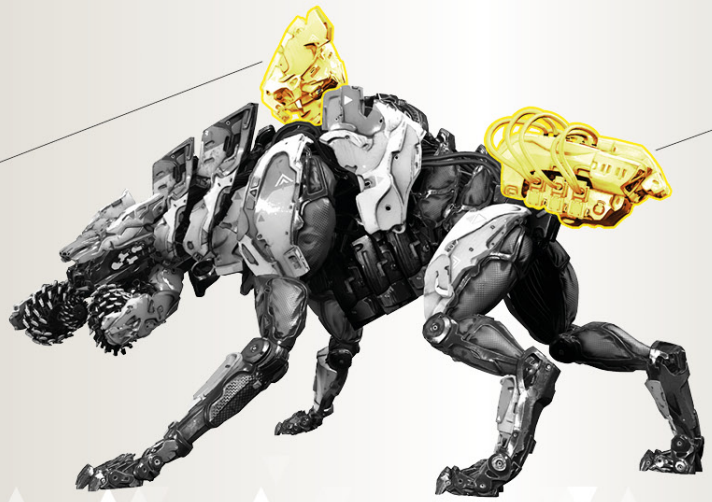
An acquisition machine that travels in packs harvesting materials from the carcasses of other machines, the Scrapper will be one of the more formidable enemies you encounter early on in the game. Aggressive and agile, they can be a handful to deal with if you're not actively trying to maintain control and composure against a pack of these machines. They're dangerous up close, sporting multiple melee attacks, but are also formidable ranged opponents while their Power Cells remain intact to power their guns. Sporting a radar on their backs, they will periodically scan the area for threats as part of their natural idle behavior, so you need to be careful even if you're hidden in some tall grass.



ARMOR AND COMPONENTS

Armor plating on the Scrapper is something you can ignore for the most part. The bulk of your damage should come either from Silent Strike, Critical Strike, or detonating the Power Cell component; all of which are unaffected by additional enemy armor.

COMPONENTS



RADAR

Disables Scanning ability when removed.

HEALTH	100
TEAR	70
REMOVAL DAMAGE	50

POWER CELL

Detonated by Shock Arrows

HEALTH	100
TEAR	35
REMOVAL DAMAGE	50

LOOT

Loot Group	Chance	Name	Amount
1 Always drops 1 of 3 set quantities	–	Metal Shards	1/3/9
2 Always drops 1 of 2 items in 1 of 3 quantities	–	Sparker	1/3/5
	–	Wire	1/3/4
3 Sometimes drops 1 of 3 items	Low	Scrapper Lens	1
	Very Low	Scrapper Heart	1
	Extremely Low	Machine Core (Small)	1
4 Sometimes drops 1 of 4 items	Low	Coil (Uncommon)	1
	Low	Weave (Uncommon)	1
	Extremely Low	Coil (Rare)	1
	Extremely Low	Weave (Rare)	1

Hitzone	Stage 1	Result
Head **Body** **Legs**	25	Stagger
	Stage 2	**Result**
Head **Body** **Legs**	100	8 sec knockdown





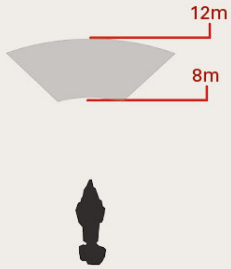


ATTACKS

GRINDER JAW SWIPE

Attack Properties

Damage Type	Melee
Primary Damage	85
Secondary Damage	–
Trigger Range	8m – 12m





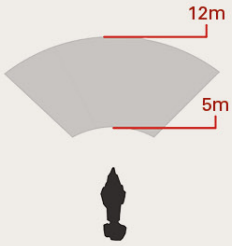


Typically using this attack from close-range, the Scrapper will hop forward first before swinging its head out to the side, then immediately swinging it back at you. Use the audio cue to time your dodge either through the attack or backwards, away from the swing.

CLAW SWIPE

Attack Properties

Damage Type	Melee
Primary Damage	85
Secondary Damage	–
Trigger Range	5m – 12m







This attack is similar to the Grinder Jaw Swipe, but has greater range because of the distance it covers. You'll see the Scrapper flare its head out to the side before quickly swinging with the claw furthest from you. The attack swipes horizontally across the Scrapper's body. Dodge either backwards and away, or through the attack itself.

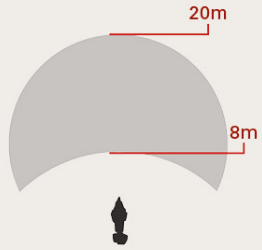




Laser Sweep

Attack Properties

Damage Type	Laser
Primary Damage	90
Secondary Damage	50 per second
Trigger Range	8m – 20m







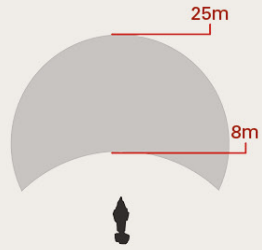
This high-damage attack has a very distinct audio cue to help alert you. The Scrapper will fire a focused laser beam into the ground to one side of you, which sweeps across the ground towards and through you. It will often aim in the direction you're running so that you'll run into the attack if you continue.

Try to dodge through the attack, and use the audio cue to help time your roll. You can also use terrain to your advantage by staying on higher ground during encounters with Scrappers to limit their firing angle. Removing or destroying the Power Cell will stop the Scrapper from being able to use this attack at all.

Laser Lead Up

Attack Properties

Damage Type	Laser
Primary Damage	105
Secondary Damage	12 per second
Trigger Range	8m – 25m





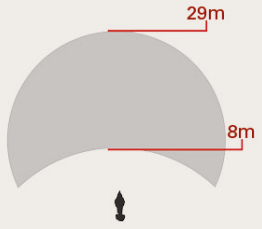


Similar to the Laser Sweep attack, the Scrapper releases a laser beam from its mouth that instead originates on the ground close to the Scrapper. The machine will raise its head causing the beam to travel forwards in a straight line, damaging anything in its path. Dodge horizontally to either side to avoid this.

Laser Burst

Attack Properties

Damage Type	Laser
Primary Damage	40 per hit
Secondary Damage	–
Trigger Range	8m – 29m







The Laser Burst is quite fast, with little start-up or warning – the Scrapper will fire off a series of small projectiles similar to the Energy Blast from a Watcher. Once the attack has started, all of the projectiles are fired to the same location with no independent tracking. You can avoid damage outright if you're already moving forwards at a 90-degree angle from the direction the Scrapper is facing, otherwise, dodge as quickly as you can to either side. Getting hit by one projectile tends to get you hit by others, so you really want to be mindful of this attack. It can be disabled entirely by removing or destroying the Power Cell.

STRATEGY

Recommended Equipment	
Equipment Name	**Ammo Type**
War Bow	Shock Arrow
Sharpshot Bow	Tearblast Arrow
Recommended Skills	
Skill	Silent Strike, Critical Hit, Lure Call







The Scrapper is one of the scarier, more resilient enemies you'll encounter early on, and will continue to be a threat in groups throughout the game. Both Silent Strike and Critical Hit will deplete a significant portion of the Scrapper's health, and should be your main source of damage. Create opportunities to use Silent Strike with Rocks or Lure Call, pulling individual machines away from others to a safe location. Be careful, however, when approaching the group, as they will periodically, and without warning begin to scan the area for nearby threats **[→▢ 1/2]**.

In open combat, focus on avoiding one of its melee attacks and then countering with a R2 Spear attack. Your Heavy Attacks will cause Scrappers to stagger and fall to the ground, allowing you to follow up with a Critical Hit. You have a decent amount of time before they get back up, so consider knocking a couple of them down before going in for a Critical Hit, just to give you a bit more breathing room.

Alternatively, when you knock one of them down, trigger their Power Cell with a Shock Arrow and then continue to stay nearby, enticing other Scrappers to group up and attack you **[→▢ 3]**. You'll take damage from the explosion, but shock resistant armor or Resist Shock potions will help limit this to almost inconsequential amounts. Either way, the explosion will spread the stun effect to nearby machines giving you a large window to use Critical Hits, trigger the Power Cells of other Scrappers, or deal Direct Damage with your melee attacks or arrows. If the Scrappers are grouped up and you're not explicitly looking to harvest as many Sparkers as possible, then overlapping a few Power Cell explosions will deal enough area damage to clear the entire group.

You can force the Scrapper to use its melee attacks by detonating or removing its Power Cell which will disable its two ranged attacks. If fighting them in groups or alongside other enemies, this is a very good option as the Scrapper's ranged attacks deal quite a bit of damage and can be difficult to avoid if not paying close attention. Removing the Power Cell via Tear damage also functions to disable the ranged attacks, but won't destroy the material. Tearblast arrows work exceptionally well for this purpose, as an arrow fired center mass will generally remove the Radar, Power Cell, and most armor components in one go.



LONGLEG

This reconnaissance machine is a tough match on its own, so when it happens to call in additional machines as reinforcements via its Alarm Signal Antenna it can sometimes seem a little unfair. You'll find them protecting the weaker, more skittish acquisition machines, typically in groups of three. They come equipped with a number of fiery attacks that originate from the jets on their wings, as well as a disorientating sonic blast.

13	Medium Reconnaissance Machine Longleg								20
	750 HP 535 XP				1125 HP 1385 XP				
Component Removal	50 XP				150 XP				
Damage Received (%)	0	0	+50	0	+50	0	+50	-	
Severity Build-up (%)	0	0	+100	0	+100	0	+100	-	

ARMOR AND COMPONENTS

The Longleg is a Machine that has almost no variation between its low armor and full armor variants. The only real different comes in a handful of small, additional plates on the machine's Wing Components and legs. Even its Power Cells remain unarmored between both iterations. Consequently, this can almost be ignored entirely, as the impact of these armor plates is virtually non-existent.



COMPONENTS



POWER CELL (X2)

Detonated by Shock Arrow

HEALTH	150
TEAR	100
REMOVAL DAMAGE	50

WING (X2)

Destroying one disables the Jet Attacks on the same side. Destroying both also disables the secondary damage from the Dashing Claw Jump and greatly reduces the damage and radius of the Jumping Wing Blast

HEALTH	150
TEAR	100
REMOVAL DAMAGE	100

ALARM SIGNAL ANTENNA

Disables ability to call in reinforcements when removed

HEALTH	150
TEAR	100
REMOVAL DAMAGE	100

CONCUSSION SAC

Detonates dealing Tear. Controls Sonic Blast and Scanning ability

HEALTH	120
TEAR	–
REMOVAL DAMAGE	100

LOOT

Hitzone	Stage 1	Result
Head	75	Stagger
Body, Legs, Tail	75	Stagger
Wings	75	Stagger
	Stage 2	**Result**
Head	–	–
Body, Legs, Tail	175	10 sec knockdown
Wings	–	–



Loot Group		Chance	Name	Amount
1	Always drops 1 of 3 set quantities	–	Metal Shards	6/11/33
2	Always drops this	–	Echo Shell	3
3	Always drops 1 of 2 items in 1 of 3 quantities	–	Sparker	4/7/14
		–	Wire	6/11/17
4	Sometimes drops 1 of 3 items	Low	Longleg Lens	1
		Very Low	Longleg Heart	1
		Extremely Low	Machine Core (Medium)	1
		Very Low	Luminous Braiding	1
5	Sometimes drops 1 of 4 items	Low	Coil (Rare)	1
		Low	Weave (Rare)	1
		Extremely Low	Coil (Very Rare)	1
		Extremely Low	Weave (Very Rare)	1



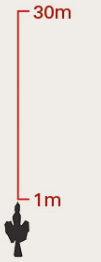


ATTACKS

STUN BLAST

Attack Properties

Damage Type	Sonic Stun
Primary Damage	–
Secondary Damage	–
Trigger Range	1m – 30m





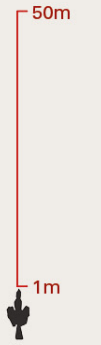


The Stun Blast fires a concussive shockwave that deals no damage but interrupts most actions. The Longleg tends to use this more often when fighting as part of a group of enemies. The Longleg will flash its eyes then lean backwards, raising its head high in the air and turning slightly to the side. When it reaches its apex, it will swing its head down and towards you, releasing a clear projectile that creates ripples in the air as it travels. When hit, you'll be slowed slightly for 1.5 seconds, and the audio will become muffled, but you won't take damage. This effect will make it much harder to avoid attacks from other enemies, especially ones that rely on audio cues to be avoided successfully.

JET BLAST

Attack Properties

Damage Type	Fire
Primary Damage	190
Secondary Damage	–
Trigger Range	1m – 50m







With this attack, the Longleg will flare out its wings to the side, which will then begin to glow orange. After a short delay, a burst of flame will shoot out, dealing significant damage and knocking you backwards. This attack is almost exclusively used when you are above the Longleg in elevation, or if the machine can't reach to you directly. The blast itself is shot in a straight line, making it best to dodge to either side rather than backwards or forwards. After performing this attack, the Longleg will have to recover for a few moments, giving you an opportunity to counter.

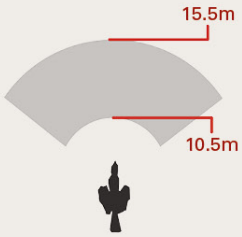




Beak Thrust

Attack Properties

Damage Type	Melee
Primary Damage	160
Secondary Damage	–
Trigger Range	10.5m – 15.5m







The Longleg will typically hop forward rather quickly, flaring its back section out to the side before it jumps into the air and travels a slight distance forward. Its wings will emit a flame as it rises, which will quickly dissipate as the Longleg tucks its wings back towards its body in mid-air. As it lands, it will attack with its beak in a downward pecking manner. It carries itself forward with this attack, so you may still end up getting hit if you try dodging backwards without proper timing. There is also a slightly different variant to this attack in which the Longleg will perform more or less the same action but from much closer range, and won't carry and distance forward. In either case, roll to either side, dodging just as the Longleg begins swinging its head down for the attack.



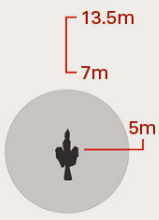


Jumping Wing Blast

Attack Properties

Damage Type	Melee
Primary Damage	180 (7m radius)*
Secondary Damage	–
Trigger Range	5m – 13.5m

*Damage reduced to 75, and radius to 1m when both Wings are destroyed.







The Longleg will raise both its wings into the air as their engines release flames, before flapping them downwards once and jumping straight up into the air, slamming its body back into the ground and causing a small area-of-effect fire nova. While it is in the air, it will flare its wings out to the side, continuing to spout flames for a much longer duration than the Beak Thrust. If you're close to the Longleg when this attack is initiated, it will jump straight up and down. In this case, your safest bet is to back away from the effect radius by running or rolling. The timing is a bit tricky because the flames extend outward over a very brief period, so you'll want to dodge just after the Longleg hits the apex of its jump and begins to slam its body towards the ground. If you were further away when it began the attack, the Longleg will travel forward and carrying a lot of momentum. In this case, your best bet is to dodge through the attack so that you end up behind the machine.

Dashing Claw Jump

Attack Properties

Damage Type	Melee
Primary Damage	100
Secondary Damage	80 (7m radius)
Trigger Range	5m – 7m







Like the Beak Thrust, the Dashing Claw Jump starts with a jump into the air before the Longleg travels forward, slamming its head into the ground. The initial damage is melee based, but a secondary shockwave can be generated so long as the Longleg still has at least one of its Wings intact. The relatively poor tracking of this attack makes it possible to avoid simply by running away from the Longleg.

Chicken Scratch

Attack Properties

Damage Type	Melee
Primary Damage	130
Secondary Damage	–
Trigger Range	5m – 14m







Stay on guard when close to the Longleg, as you'll only see this attack at close-range. This is one of the faster attacks in the machine's arsenal, and has very little in the way of visual tells, so you'll need to be quick with your reactions. You'll hear the standard attack sound, and almost immediately the Longleg will launch itself into the air as its eyes flash red – once airborne, it kicks its front legs while traveling towards you. The range of this attack can be deceptive, but it follows a straight trajectory. Dodge either to the left or to the right.





STRATEGY

Recommended Equipment	
Equipment Name	**Ammo Type**
Sharpshot Bow	Tearblast Arrow Precision Arrow
Hunter Bow	Hardpoint Arrow
War Bow	Shock Arrow
Recommended Skills	
Skill	Concentration, Knock Down



Like the Watcher, the Longleg is generally found accompanying some of the game's weaker, more skittish enemies. You'll usually encounter this enemy in groups of three – one of which will typically have a unique component called the Alarm Signal Antenna **[→▢ 1]**. You'll need to identify this variant and disable the Component as soon as possible, as it is by far this machine's greatest threat. Letting the Longleg perform the scan ability granted by this component will cause additional enemies to join in on the fight. Unfortunately, overriding an Alarm Signal variant won't allow it to call in friendly machines to assist you – but allowing a corrupted Longleg to use this signal might be useful, as the summoned machines will be hostile to the Longleg and other corrupted machines.

When they spot you, the Longleg will begin the Alarm Signal ability (if applicable), and will take no other actions for its duration. This leaves them rather vulnerable, and gives you an opening to focus attacks on this particular component. Hardpoint Arrows or Tearblast Arrows should be your ammo of choice, as they'll be most effective in removing the component entirely. A Tearblast arrow to the top part of the Longleg's head, just behind its armor plating, is the ideal place to aim your shot, and you'll have the best visibility by approaching silently from behind **[→▢ 2]**. Attacking the head can interrupt the Alarm Signal, giving you more time to remove this component before reinforcements are summoned.



These machines are fairly mobile, so it's wise to use the exposed Power Cells on their backside to stun them first before focusing on other components. In fact, if you're not particularly interested in harvesting Sparkers, then you can kill the group outright by overlapping the explosions of a few Power Cells. In this case, try to approach quietly from behind to get a good line of sight and then use Concentration or Hunter Reflexes to line up your shots. If you shoot from a far distance or while in tall grass you should be able to fire at least one shot into a Power Cell without detection, which is all you'll need to stun the group, making it easy to detonate a few additional cells afterwards **[→▢ 3]**.

If you've decided against such tactics, consider using the Ropecaster to tie down the machines, letting you follow up with Critical Hits, or arrows to its eye. Avoid destroying the Concussion Sac if the Longlegs are grouped together, as the blast will immediately remove the Rope Ties on other machines. If you have the Knock Down Skill, a single R2 attack with your Spear is all that's required to topple the machine. With proper timing, it's quite viable to chain together knockdowns, letting you use Critical Hit multiple times.





TRAMPLER

This bull-like beast will make you feel like a matador as it runs circles around you, charging in with its massive horns. Its Processing Unit grants it powerful fiery attacks, but acts as a double edged sword, burning the machine indefinitely when destroyed. Be quick with your attacks and stay out of its way as its health slowly whittles down.

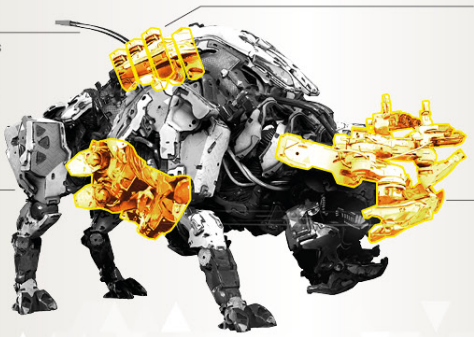
15	Medium Acquisition Machine Trampler								20
	1200 HP 690 XP					1800 HP 1385 XP			
Component Removal	50 XP					150 XP			
Damage Received (%)	-80	+50	0	0		+50	+50	0	-
Severity Build-up (%)	-75	+100	0	0		+100	+100	0	-

ARMOR AND COMPONENTS

When encountering armored versions of this machine, you'll find your visibility of their Power Cells diminished when viewed from the front, as well as from the side to a lesser extent. Its body is significantly more covered, but we recommend focusing on the Processing Unit instead to avoid having to deal with this issue.



COMPONENTS



ANTENNA

Drops Resources when removed

HEALTH	150
TEAR	100
REMOVAL DAMAGE	100

PROCESSING UNIT

Detonates when destroyed, causing indefinite burning and disabling the trail of fire from the Charge, along with the Mineral Explosion, Ground Blast attacks.

HEALTH	225
TEAR	275
REMOVAL DAMAGE	100

POWER CELL (X6)

Detonated by Shock Arrow

HEALTH	150
TEAR	100
REMOVAL DAMAGE	100

EXCAVATION HORNS (X2)

Destroying one reduces the damage of all Horn attacks. Destroying both disables the use of the Dust Cloud attack.

HEALTH	150
TEAR	150
REMOVAL DAMAGE	100

LOOT

Hitzone	Stage 1	Result
Head	90	Stagger
Legs	90	Stagger
Body	90	Stagger
	Stage 2	**Result**
Head	–	–
Legs	180	15 sec Knockdown
Body	–	–



Loot Group		Chance	Name	Amount
1	Always drops 1 of 3 set quantities	–	Metal Shards	10/20/60
2	Always drops 1 of 2 items in 1 of 3 quantities	–	Sparker	5/10/20
		–	Wire	10/15/20
3	Sometimes drops 1 of 3 items	Low	Trampler Lens	1
		Very Low	Trampler Heart	1
		Extremely Low	Machine Core (Medium)	1
		Very Low	Luminous Braiding	1
4	Sometimes drops 1 of 4 items	Low	Coil (Rare)	1
		Low	Weave (Rare)	1
		Extremely Low	Coil (Very Rare)	1
		Extremely Low	Weave (Very Rare)	1

ATTACKS

CHARGE

Attack Properties

Damage Type	Melee/Fire
Primary Damage	200
Secondary Damage	10 per second for 10 seconds
Trigger Range	22m – 80m



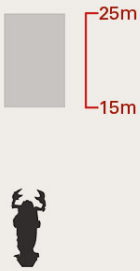


This attack is quite telegraphed, giving you ample time to react. The Trampler has a tendency to run away and circle back around in a fluid motion, speeding up to a full charge and running directly at you. Simply coming into contact with the moving machine will deal damage to you, but the real danger comes when the Trampler tries to gore you with its horns. Watch for its eyes to flash red while it's charging to time your dodge to either side to avoid its upwards swinging horns. The Trampler will generate a trail of fire as it charges (if the Processing Unit has not been destroyed), and it will continue after you avoid the attack, leaving a trail of fire in its wake. As it runs away, it leaves its backside exposed to counter attacks with your arrows – just make sure not to walk into the fire.

Horn Thrash

Attack Properties

Damage Type	Melee
Primary Damage	200
Secondary Damage	–
Trigger Range	15m – 25m



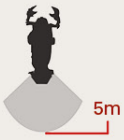


This is effectively a shorter ranged version of the Charge attack in which the Trampler will charge at you and attack with its horns. There are two differences however that distinguish this attack from the Charge attack; the first is the lack of fire trail as the machine charges forwards, and the second is that the Trampler will continuously swing its head starting down and to the side, raising it up and across its body to the other side. Run in a perpendicular direction to avoid this attack.

Hind Leg Strike

Attack Properties

Damage Type	Melee
Primary Damage	200
Secondary Damage	–
Trigger Range	0m – 5m



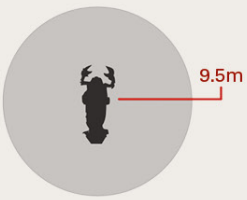


You likely won't see this attack until the Trampler's Processing Unit is destroyed, as it is only performed while you are standing almost directly behind the machine. Prior to the Processing Unit being destroyed, the Trampler will prioritize the Mineral Explosion attack instead. If you do encounter this attack however, watch for a red flash of light underneath the Trampler as your cue to dodge to either side.

Mineral Explosion

Attack Properties

Damage Type	Explosion
Primary Damage	300
Secondary Damage	–
Trigger Range	0m – 9.5m







The Mineral Explosion is often used if you're nearby after the Trampler has ended its Charge. Watch for a dark red mist to form in a circle around the machine, which will then ignite and explode after a short delay, causing quite a bit of damage if you're caught in the blast. The effect radius is not quite as large as it may appear, and the time between the animation starting and the nova being performed should give you a reasonable opportunity to simply sprint away to a safe distance.

DUST CLOUD

Attack Properties

Damage Type	Melee
Primary Damage	210
Secondary Damage	–
Trigger Range	0m – 6m





You'll see the Trampler paw at the ground with one of its legs before raising its head into the air. In doing so, a large cloud of dust will be raised in front of the machine, shrouding it entirely. This cloud does not actually deal damage, and mainly serves to impair visibility. However, if you come into contact with the machine as it's performing this action, you will take damage. It's typically followed by the Ground Blast attack or a Charge, so stay alert and be ready to react.





GROUND BLAST

Attack Properties

Damage Type	Melee / Explosion
Primary Damage	300
Secondary Damage	50
Trigger Range	0m – 40m







This is a directional attack that originates from the Trampler's Processing Unit. Look for flames coming off this component as it rears its front legs in the air and be ready to move as it comes crashing down, stomping its legs into the earth. The force of the stomp causes a fissure to originate beneath the machine, before traveling quickly towards you in a narrow line. The initial impact of the machine itself deals significant melee damage, and the blast effect that travels across the ground deals secondary explosion damage. You can evade it by dodging early to either side.

STRATEGY

Recommended Equipment	
Equipment Name	**Ammo Type**
Hunter Bow	Hardpoint Arrow
Sharpshot Bow	Tearblast Arrow
Tripcaster	Shock Wire
Recommended Skills	
Skill	Knock Down



Arather unique scenario occurs when detonating the Trampler's Processing Unit; it will apply a Burn effect when the component is destroyed that does not expire, guaranteeing a kill after a short duration and making it by far the best method of killing them. So you need to find an optimal way to destroy the Processing Unit. After avoiding the Trampler's Charge, you can shoot one of the six Power Cells located on the machine's back to stun the Trampler, allowing you to focus on the Processing Unit. As always, keep in mind that destroying these components will affect your ability to gather Resources from them. Instead, you can also place Shock Wire or Shock Traps and lead the machine into them as it charges at it **[→▢ 1]**. The Ropecaster can be effective as well, but requires more effort to use **[→▢ 2]**.





Alternatively, the Knock Down Skill is surprisingly strong, as it only takes two direct R2 attacks with your Spear to topple the machine **[→▢ 3]**. You'll want to use the recovery duration of the Mineral Explosion attack as your ideal opportunity to counter in this way. Once incapacitated, focus your efforts on destroying the Processing Unit with Tear damage. Both Hardpoint Arrows and Tearblast Arrows work particularly well for this purpose, however Hardpoint Arrows have the added bonus of dealing a reasonable amount of Direct Damage as well, limiting the amount of time it takes for the machine to succumb to burning afterwards.

After destroying the Processing Unit, your only focus should be avoiding damage while the machine's health pool is whittled away. Since you'll often encounter these enemies in groups, a good tactic is to lure those that are already burning towards others that are not; when you destroy the Processing Units on the fresh Tramplers, the blast will also deal a lot of damage to the other ones, speeding up their demise.

In the unfortunate event that another elemental status has overridden the burn effect, you'll want to lead the machine into Shock Traps or Shock Wire to immobilize it. Applying Freeze to the machine while it's down is a relatively straightforward process, and your next best source of damage. Aim your arrows at the machine's legs after avoiding the charge attack or fire nova in an attempt to cause it to topple over, or use your Spear's R2 attacks if you've unlocked the Knock Down Skill. While downed, deal as much damage as possible with Hardpoint Arrows or Metal Bolts.

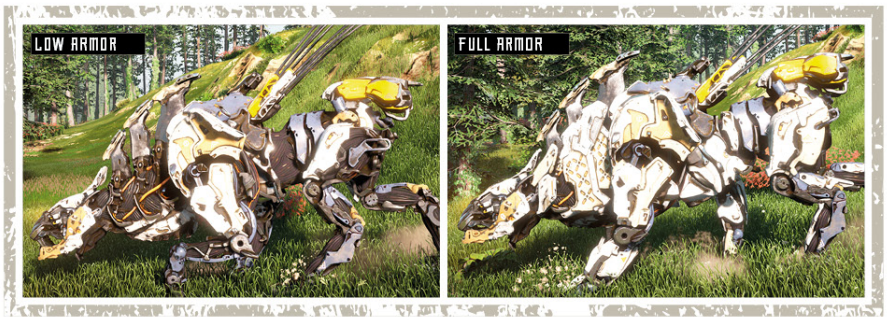


SAWTOOTH

15	Medium Combat Machine Sawtooth								20
	1100 HP 690 XP				1650 HP 1385 XP				
Component Removal	50 XP				150 XP				
Damage Received (%)	+50	0	0	0	+50	0	0	-
Severity Build-up (%)	+100	0	0	0	+100	0	0	-

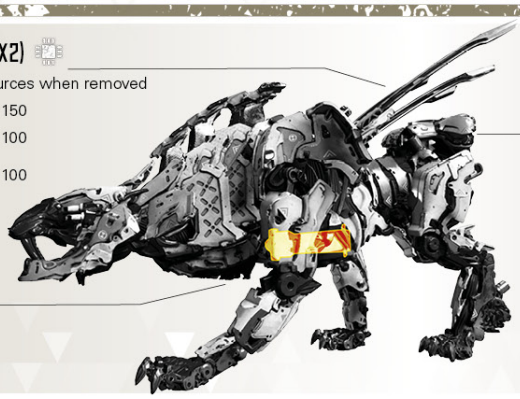
As a solitary hunter, the Sawtooth is a force to be reckoned with. They are large, nimble machines that have a number of vicious melee attacks that they can string together in quick succession. With no ranged attacks, their full ferocity is always delivered to you up close and personal, so you need to be on point with adjusting your camera to always keep them in view. Sporting a single Blaze Canister as its only component, they can be difficult to fight given their general lack of vulnerabilities. Well, except for fire. They really don't like fire.

ARMOR AND COMPONENTS



Armored variants of the Sawtooth have a two-part armored covering that protects the Blaze Canister, making this Component a fair bit harder to access. Look to incapacitate the Sawtooth in some fashion to help give you an opportunity to remove these difficult to see plates.

Components



Antenna (x2)

Drops Resources when removed

HEALTH	150
TEAR	100
REMOVAL DAMAGE	100

Blaze Canister

Detonated by Fire Arrows

HEALTH	150
TEAR	100
REMOVAL DAMAGE	100

Resource Container

Drops Resources when removed

HEALTH	150
TEAR	100
REMOVAL DAMAGE	100

Loot

Loot Group		Chance	Name	Amount
1	Always drops 1 of 3 set quantities	–	Metal Shards	4/8/23
2	Always drops 1 of 2 items in 1 of 3 quantities	–	Sparker	3/5/11
		–	Wire	4/8/11
3	Sometimes drops 1 of 3 items	Low	Sawtooth Lens	1
		Very Low	Sawtooth Heart	1
		Extremely Low	Machine Core (Medium)	1
		Very Low	Luminous Braiding	1
4	Sometimes drops 1 of 4 items	Low	Coil (Rare)	1
		Low	Weave (Rare)	1
		Extremely Low	Coil (Very Rare)	1
		Extremely Low	Weave (Very Rare)	1

Hitzone	Stage 1	Result
Head	75	Stagger
Legs	75	Stagger
Body	75	Stagger
	Stage 2	**Result**
Head	–	–
Legs	150	10 sec Knockdown
Body	175	Large Stagger

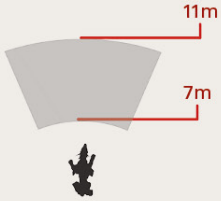


Attacks

Claw Swipe

Attack Properties

Damage Type	Melee
Primary Damage	140
Secondary Damage	–
Trigger Range	7m – 11m





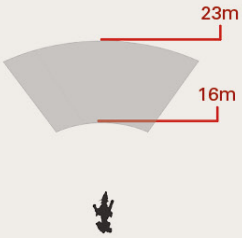


The range on this attack is quite substantial, and it covers a wide horizontal swing arc. Listen for the audio cue and watch for the Sawtooth to flare its back legs out to one side. If the legs flare out to your left, the attack will come from your right and vice versa. The Sawtooth will carry a substantial distance forwards, swiping with its claw across its body. Ideally you should roll forwards through the attack, or away to either side. Dodging backwards can often result in you getting hit if your roll timing isn't precise. Depending on your positioning, dodging forward might be a bit more dangerous, but it will leave you in a better position to counter-attack when successful.

JUMPING JAW SMASH

Attack Properties

Damage Type	Melee
Primary Damage	180
Secondary Damage	–
Trigger Range	16m – 23m





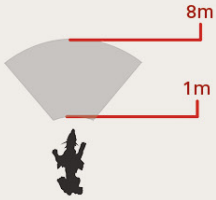


This attack is typically used from mid to far-range, and is the Sawtooth's main method of closing in. It doesn't track particularly well, but it covers a large area in a fairly straight trajectory forwards – touching any portion of the Sawtooth's body will deal damage to you during this animation. The Sawtooth will jump into the air, crash down and swipe with its head across its body, starting from the side furthest from you. Dodge either left or right, away from the machine.

JAW SMASH

Attack Properties

Damage Type	Melee
Primary Damage	140
Secondary Damage	–
Trigger Range	1m – 8m



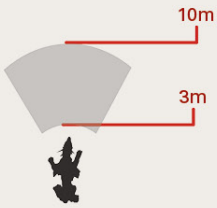


Despite it being fairly rare, the Sawtooth will use this attack when you are within close-range. It turns its head to the side slightly before swinging it horizontally across its body in a wide arc. Because the attack is typically used up close, the camera can sometimes make it hard to see it start. Try to rely more on the audio cue when timing your rolls. Ideally, you'll want to dodge backwards and away, or through the attack.

BERSERKER FURY

Attack Properties

Damage Type	Melee
Primary Damage	300
Secondary Damage	–
Trigger Range	3m – 10m







This attack starts by having the Sawtooth bob its head up and down as it hops forward, just before swinging it from one side to the other. In a continuous motion, it will then raise its front claws up in the air, thrashing with its claws in front of itself. It can deal substantial damage, but has rather poor tracking, so you should focus your efforts on positioning yourself outside of its forward trajectory as quickly as possible.

STRATEGY

Recommended Equipment	
Equipment Name	**Ammo Type**
Tripcaster	Shock Wire
Traps	Shock Trap
Hunter Bow	Fire Arrow Hardpoint Arrow
War Bow	Freeze Arrow
Recommended Skills	
Skill	Knock Down

The Sawtooth is inherently weak to fire damage, and not much else. Its main component, the Blaze Canister, is located on the underbelly of the machine and can be quite difficult to see – given the Sawthooth's mobility and the position of the Blaze Canister, you won't have a reasonable view of the component until the machine is immobilized **[→▢ 1]**.



To achieve this state, try using Shock Traps or Shock Wire to stun the machine, or the Ropecaster to immobilize it. Shock Traps and Shock Wire are a much faster method of doing this, but the various jumping and lunging attacks of the Sawtooth can cause it to travel above the traps, avoiding them entirely. You'll need to be very mindful of your positioning and stand fairly close to the traps. The Ropecaster on the other hand will take more time and effort, but offers much more consistent results **[→▢ 2]**.

Alternatively you can focus your arrows on its legs to knock it down on its side. This will typically require 5 hits to its legs with Hardpoint Arrows, or 10 hits with Hunter Arrows. If you've invested points into the Knock Down Skill, then a single well-placed Spear R2 attack to the machine's leg will knock it over. Armored variants of the Sawtooth have a covering on the canister that must be removed before attempting to detonate it with Fire Arrows **[→▢ 3]**. Do your best to keep the machine ignited; the damage is significant and will continue to accumulate as you focus on avoiding its attacks.



If you have a means of dealing Freeze Severity, you could instead apply the Freeze effect quite safely while the Sawtooth is stunned from Shock, or knocked down **[→▢ 4]**. Afterwards, focus your attacks on its legs to knock it down yet again. Doing so will let you safely aim your attacks at either its eye, the wing-like antenna on its back, or the Resource Container, for bonus damage both upon the initial hit and upon removal. Metal Bolts from the Rattler are particularly effective here if you're standing close to the Sawtooth, otherwise Hunter Arrows or Precision Arrows work very well too. Consider moving up close to the machine while it's down, so that you don't have to worry as much about your aim – shooting from point blank is much easier than from afar.







SHELL-WALKER

18	Medium Transport Machine Shell-Walker								20
	800 HP 1050 XP				1200 HP 1385 XP				
Component Removal	100 XP				150 XP				
Damage Received (%)	0	0	-80	0	+50	0	-80	-
Severity Build-up (%)	0	0	-75	0	+100	0	-75	-

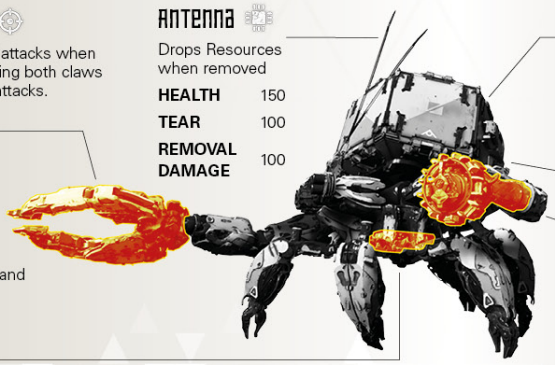
An oddly-shaped machine that will protect the cargo on its back at all costs, the Shell-Walker will prove to be a formidable opponent while its Lightning Gun and Energy Shield remain intact. Even if you manage to dislodge the Cargo container from their backs, if you don't claim the contents quickly, they will go and pick it back up again. Similar to Behemoths, groups of them move in convoys along the main paths throughout the world, which means they can often run straight into you while you're in the middle of fighting other enemies. This machine comes equipped with a number of lightning-based attacks, so come prepared with Resist Shock potions.

ARMOR AND COMPONENTS



The Shell-Walker's armored variant is almost entirely covered in armored plates, so you'll need to either freeze the machine or remove its armor plating to deal any sort of respectable damage to its body directly. Knocking off components with Tearblast arrows as suggested in the strategy section has the added benefit of collaterally removing a lot of the machine's armor as well.

Components



Lightning Gun

Disables all ranged attacks when destroyed. Destroying both claws disables all melee attacks.

HEALTH	150
TEAR	160
REMOVAL DAMAGE	100

Antenna

Drops Resources when removed

HEALTH	150
TEAR	100
REMOVAL DAMAGE	100

Cargo Crate

Drops Resources when removed

HEALTH	250
TEAR	–
REMOVAL DAMAGE	–

Shield Claw

Disables shield when destroyed

HEALTH	150
TEAR	160
REMOVAL DAMAGE	100

Power Generator

When destroyed, causes a Shock Explosion and disables all Shock attacks and abilities

HEALTH	225
TEAR	225
REMOVAL DAMAGE	400

Crate Holders

Detaches Cargo Crate when destroyed

HEALTH	50
TEAR	150
REMOVAL DAMAGE	50

Loot

Loot Group	Chance	Name	Amount
1 Always drops 1 of 3 set quantities	–	Metal Shards	5/15/40
2 Always drops 1 of 2 items in 1 of 3 quantities	–	Sparker	5/10/15
	–	Wire	5/15/20
3 Sometimes drops 1 of 3 items	Low	Shell-Walker Lens	1
	Very Low	Shell-Walker Heart	1
	Extremely Low	Machine Core (Medium)	1
	Very Low	Luminous Braiding	1
4 Sometimes drops 1 of 4 items	Low	Coil (Rare)	1
	Low	Weave (Rare)	1
	Extremely Low	Coil (Very Rare)	1
	Extremely Low	Weave (Very Rare)	1

Hitzone	Stage 1	Result
Head	120	Stagger
Legs	60	Stagger
Arms Body	120	Stagger
	Stage 2	**Result**
Head	–	–
Legs	120	10 sec Knockdown
Arms Body	175	Large Stagger



Attacks

Shock Volley

Attack Properties

Damage Type	Shock
Primary Damage	80
Secondary Damage	
Trigger Range	30m – 60m







You'll first hear what sounds like a turbine increasing in speed, before seeing a blue light emitted from the Lightning Gun on the machine's right arm. A blue orb of lightning is thrown in an arc, aimed to predict your movement. If you're already moving, it'll be aimed such that you'll run into it if you maintain your movement direction; otherwise it will land at your feet if stationary. Once it comes into contact with the ground it will leave a lightning effect that deals damage on contact. Roll in the opposite direction you were heading if it was fired while you were moving. If you were stationary, roll in any direction just before the orb hits the ground, or quickly run out of the way.

CHARGING SHOCK BLAST

Attack Properties

Damage Type	Shock
Primary Damage	80
Secondary Damage	
Trigger Range	10m – 30m







Similar to the other two lightning projectile attacks, you'll see somewhat smaller blue light emitting from the Lightning Gun Component, but you won't hear the turbine sound as it charges up. Instead there's a relatively unique audio cue that plays just before the lightning projectile is shot. The projectile itself travels quite low across the ground and can easily get interrupted by terrain or debris. Its tracking isn't particularly great either and can often be avoided simply by continuing to run away from the Shell-Walker. Otherwise, a simple roll to either side works wonders as well.

HOMING SHOCK BLAST

Attack Properties

Damage Type	Shock
Primary Damage	140
Secondary Damage	30 per second for 5 seconds
Trigger Range	30m – 60m







This is a slower, much more powerful shot from the Lightning Gun. The visual indicator of this attack is nearly identical to that of the Shock Volley – the main differences are a slightly longer charge time, and a spinning motion of the Lightning Gun. The projectile it releases is a much larger orb that travels in a flat line as opposed to an arc, and at a much slower pace. It will explode after a short distance, leaving a similar lightning effect on the ground. This projectile will track your movement, but is slow enough that you can avoid it by running away from the orb in a circle around the Shell-Walker.

SHIELD CLAW STRIKE

Attack Properties

Damage Type	Melee
Primary Damage	200
Secondary Damage	–
Trigger Range	2m – 8m





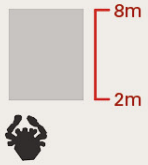


This claw strike is performed by swinging the Shield Claw, swing from its left side across its body to its right side. The Shell-Walker will hop forward to perform this attack, and can cover a surprising amount of distance. Avoid dodging to the left (the Shell-Walker's right side) as often times you get hit as the claw crosses over the machin'es body. Ideally you'll want to dodge through the attack to put yourself in a strong position to counter attack.

Multi-Claw Swipe

Attack Properties

Damage Type	Melee
Primary Damage	200
Secondary Damage	–
Trigger Range	2m – 8m







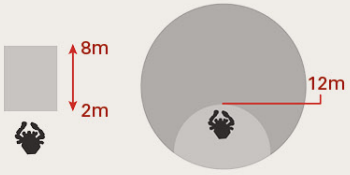
The Shell-Walker tends to only use this attack when you're at close or mid-range or after its lightning gun has been disabled. Its eyes will flash red and it will raise its elbow before lunging forward. There's a lightning effect while this happens, which is helpful to note when trying to spot the attack. Upon landing, it will drive its claw down toward the ground, traveling across the front of its body. This can be performed multiple times in quick succession, so you really need to be paying attention before committing to a counter attack. Try to dodge through the attack and position yourself in a fairly safe spot. The machine doesn't rotate much with subsequent attacks, so it's unlikely for it to hit you again once you get near its backside.

Claw Combo

Attack Properties

Damage Type	Melee
Primary Damage	200
Secondary Damage	–
Trigger Range	2m – 8m(1st) 3.5m – 12m(2nd)

1st swing **2nd/3rd swing**





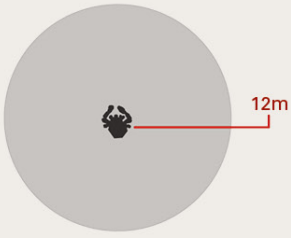


A very similar attack to the Multi-Claw Swipe, the Claw Combo will have the Shell-Walker perform a series of lunging attacks, starting with its right claw, left claw and then a larger, slower attack that smashes at you with both. Luckily, if you're hit with one of these swings, the follow up attacks will not be triggered. Ideally you'll want to dodge through the swings to try and position yourself behind the Shell-Walker, making it difficult for the machine to rotate around and continue its attacks on you.

360 Shock

Attack Properties

Damage Type	Shock
Primary Damage	300
Secondary Damage	–
Trigger Range	0m – 12m







This attack is quite telegraphed, and gives you a fairly generous window to move to a safe location. You'll see this attack used if you're in close proximity to the Shell-Walker, especially if you're located off to its side. It leans back slightly, pulling both arms backwards, elbows raised and creates a very large, blue indicator on the ground. Despite there not being any blue effect in the center of the visual ring, it will still deal damage, so you won't be able to avoid the attack by getting up close to the Shell-Walker. As a result, you'll need to back out of the circle as quickly as possible.

STRATEGY

Recommended Equipment	
Equipment Name	**Ammo Type**
Sharpshot Bow	Tearblast Arrow
Hunter Bow	Hardpoint Arrow
Sling	Freeze Bomb
Resist Shock Potion	–
Recommended Skills	
Skill	Concentration, Knock Down

The Shell-Walker is a dangerous enemy that excels at ranged combat due to its Lightning Gun, and has strong defense mechanisms while its shield remains intact **[→▢ 1]**. It's these two components that you'll want to focus on to try and make your encounter with the Shell-Walker as manageable as possible. Of the two, the most important is the Lightning Gun, which controls all of the machine's ranged attack options. You'll often encounter these enemies in groups, and combat will get hectic very quickly, making it exceptionally difficult to pay attention to incoming projectiles – the tracking on these projectiles just compounds this issue even further. Thankfully the shield does not extend far enough to cover the Lightning Gun, and removing these Components is relatively easy with Hardpoint Arrows and Tearblast Arrows.



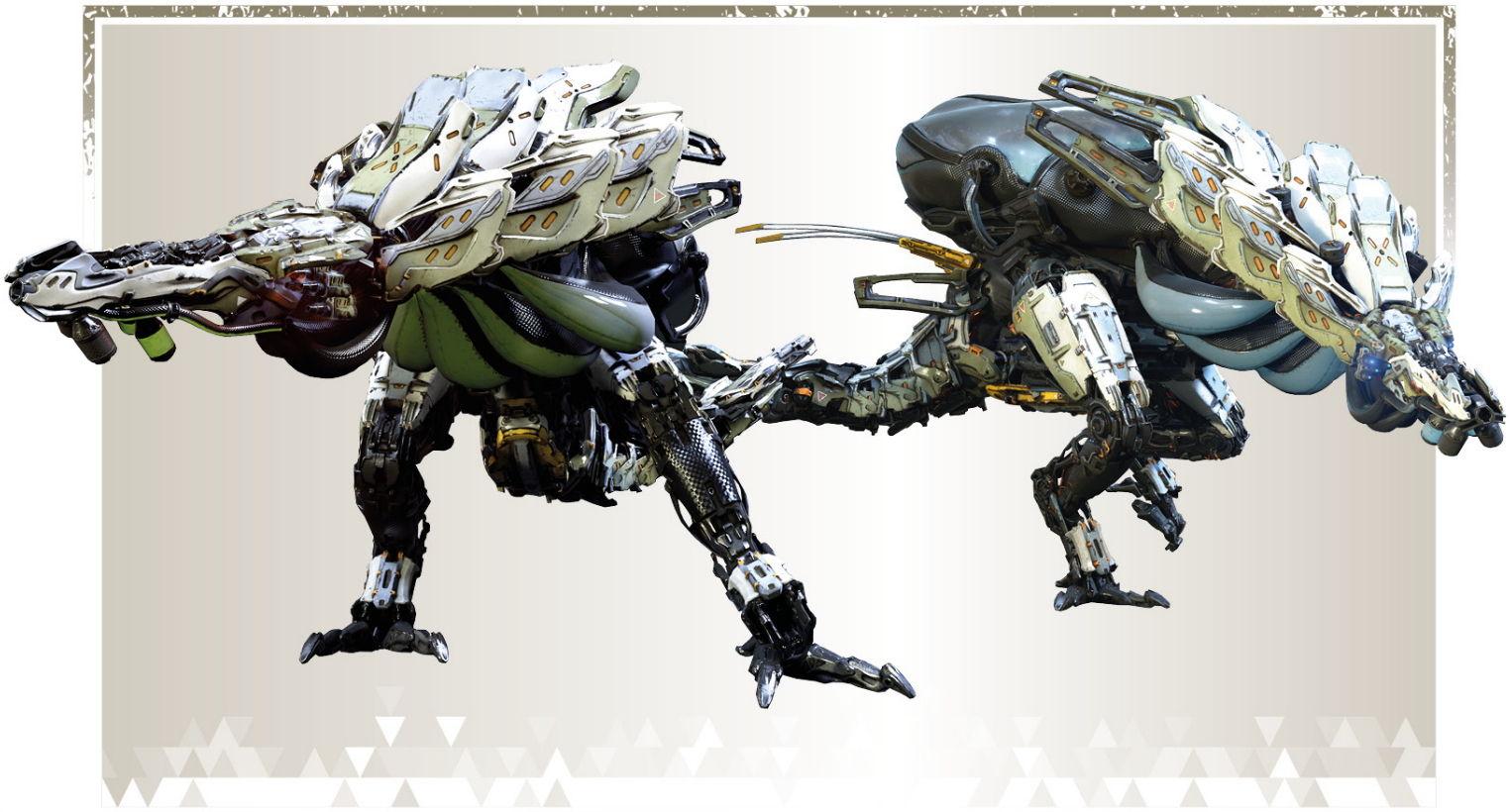
Ideally, you'd want to land a Tearblast Arrow between the machine's eyes, as the explosion will knock off both the Shield Claw and Lightning Gun in one shot. Similar to the Watcher, use Lure Call or thrown Rocks to help line up your shot by changing the Shell-Walker's positioning. Aiming multiple shots during Concentration while crouched in tall grass will give you the best opportunity to prune these Components from multiple machines.

If you miss this opportunity and are forced to engage the Shell-Walker in open combat, you'll still want to use Tearblast Arrows to knock off both the Shield Claw and Lightning Gun, but it should be the Lightning Gun that takes priority. The shield is less important as it has no offensive purpose, and will dissipate with a few hits of your damaging arrows or a single R2 Spear attack, allowing you to hit the component directly. An alternate approach is to use indirect methods of attack such as Blast Bombs, aiming them at the ground to the side of the machine, allowing you to deal decent damage while bypassing the shield.

The Shell-Walker is resistant to Shock, so starting with a stun and picking off individual pieces is unlikely to work. You would need to destroy the machine's Power Generator first, but its position on the Shell-Walker's body makes this difficult to do, and if your attempt fails you'll be in a much more vulnerable situation than if you focused instead on the Lightning Gun and Shield Claw. If you tie the machine down with your Ropecaster, or knock it down by shooting arrows at its legs or landing an R2 Spear attack (with the Knock Down Skill unlocked), then you'll have a much more reasonable means of getting access to this Component **[→▢ 2]**.



After disabling the Shell-Walker's projectile attacks and shield, you can focus on dealing damage to it. Consider applying Freeze or Fire and focus on avoiding both of its melee attacks, preferably by dodging forward through them. Doing so will allow you to counter easily with your ranged options such as Hardpoint Arrows, Metal Bolts, Precision Arrows etc. Melee attacks can work as well, but you'll often find yourself having to reposition due to the 360 Shock attack.



Fire Bellowback and Freeze Bellowback

The Bellowback is a bulky yet surprisingly agile machine that you'll encounter fairly early on in the game. This machine has both Fire and Freeze versions and will be one of the first you'll have to fight that sports incredibly dangerous elemental-based attacks. Approach them with caution and come prepared with a hearty supply of Resist Fire and Freeze Potions

Armor and Components

Both the Fire and Freeze Bellowback share the same layout for additional plating of their armored variants. You'll find your visibility to the Cargo Sac somewhat diminished when viewed head-on, but otherwise the armor pieces won't really get in the way of dealing with this machine's important components.

18	Medium Transport Machine Fire Bellowback								23
	1600 HP 1050 XP					2400 HP 2105 XP			
Component Removal	100 XP					200 XP			
Damage Received (%)	-80	+50	0	0		+50	+50	0	-
Severity Build-up (%)	-75	+100	0	0		+100	+100	0	-

18	Medium Transport Machine Freeze Bellowback								23
	1600 HP 1050 XP					2400 HP 2105 XP			
Component Removal	100 XP					200 XP			
Damage Received (%)	+50	-80	0	0		+50	-80	0	-
Severity Build-up (%)	+100	-75	0	0		+100	-75	0	-





COMPONENTS

CARGO SAC

Detonates dealing Elemental Damage**
** Disables all ranged attacks

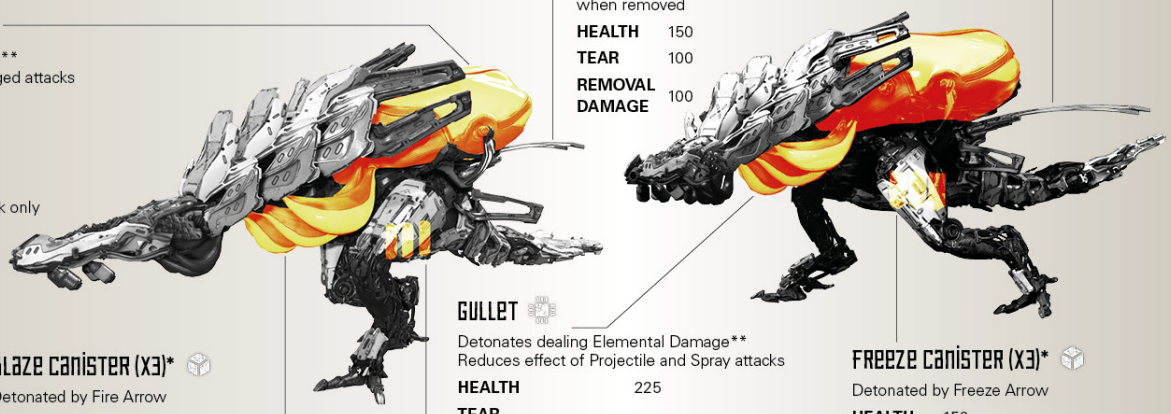
HEALTH	225
TEAR	–
REMOVAL DAMAGE	300*

*Freeze Bellowback only
**Fire Damage or Freeze Damage depending on which type of Bellowback

ANTENNA

Drops Resources when removed

HEALTH	150
TEAR	100
REMOVAL DAMAGE	100



BLAZE CANISTER (X3)*

Detonated by Fire Arrow

HEALTH	150
TEAR	100
REMOVAL DAMAGE	100

*Fire Bellowback Only

GULLET

Detonates dealing Elemental Damage**
Reduces effect of Projectile and Spray attacks

HEALTH	225
TEAR	–
REMOVAL DAMAGE	250*

*Freeze Bellowback only
**Fire Damage or Freeze Damage depending on which type of Bellowback

FREEZE CANISTER (X3)*

Detonated by Freeze Arrow

HEALTH	150
TEAR	100
REMOVAL DAMAGE	100

*Freeze Bellowback Only

LOOT

Fire Bellowback

Hitzone	Stage 1	Result
Head	120	Stagger
Legs	90	Stagger
Body	120	Stagger
	Stage 2	**Result**
Head	240	Large Stagger
Legs	180	10 Sec Knockdown
Body	240	Large Stagger



Fire Bellowback

Loot Group		Chance	Name	Amount
1	Always drops 1 of 3 set quantities	–	Metal Shards	20/25/60
2	Always drops this	–	Blaze	8
3	Sometimes drops 1 of 3 items	Low	Bellowback Lens	1
		Very Low	Bellowback Heart	1
		Extremely Low	Machine Core (Medium)	1
		Very Low	Luminous Braiding	1
4	Sometimes drops 1 of 4 items	Low	Coil (Rare)	1
		Low	Weave (Rare)	1
		Extremely Low	Coil (Very Rare)	1
		Extremely Low	Weave (Very Rare)	1

Freeze Bellowback

Loot Group		Chance	Name	Amount
1	Always drops 1 of 3 set quantities	–	Metal Shards	20/25/60
2	Always drops this	–	Chillwater	8
3	Sometimes drops 1 of 3 items	Low	Bellowback Lens	1
		Very Low	Bellowback Heart	1
		Extremely Low	Machine Core (Medium)	1
		Very Low	Luminous Braiding	1
4	Sometimes drops 1 of 4 items	Low	Coil (Rare)	1
		Low	Weave (Rare)	1
		Extremely Low	Coil (Very Rare)	1
		Extremely Low	Weave (Very Rare)	1

Freeze Bellowback

Hitzone	Stage 1	Result
Head	120	Stagger
Legs	90	Stagger
Body	120	Stagger
	Stage 2	**Result**
Head	240	Large Stagger
Legs	180	10 Sec Knockdown
Body	240	Large Stagger

ATTACKS

Leaping Smash

Attack Properties

Damage Type	Melee
Primary Damage	145
Secondary Damage	–
Trigger Range	19.5m – 21.5m





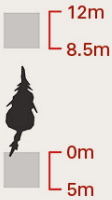


The Bellowback will take a slight hop forward in a quick gallop. It's eyes flash red very briefly during this time, just before it launches itself into the air, head extended to one side. The head will slam downward into the ground at your location, sweeping very slightly to the opposite side the head was extended during its brief flight. With proper timing, you can dodge in almost any direction other than following the direction of the swipe, though backwards or through the attack in the direction of its head is safest.

Tail Swipe

Attack Properties

Damage Type	Tail Swipe
Primary Damage	250
Secondary Damage	–
Trigger Range	Normal: 8.5m – 12m Emergency: 0m – 5m







The Bellowback will use this attack when you're in close proximity to it. Watch for a red flash of the machine's eyes, in addition to its tail being flared high into the air. The machine will pivot 180 degrees as it swings its tail. You'll want to dodge either backwards and away from the attack, or forward through it.

This attack can also be used in emergency situations when the Bellowback determines that a threat is very close by. In doing so, the machine will strike with its body as well as its head. The effective range in this situation changes to 0m – 5m.





SHOULDER BARGE

Attack Properties

Damage Type	Melee
Primary Damage	180
Secondary Damage	–
Trigger Range	5m – 17m







This long-range attack is fairly rare until the one of the attack-controlling components of these machines is destroyed. It's indicated by a brief red flash of the machine's eyes. You'll see it pause for a moment, bobbing its head up and down before charging forwards. Its head will be positioned slightly to one side, and will swing it in an sweeping motion that rotates it first downward to the ground before continuing upwards. Like the majority of charge attacks, tracking is rather poor, so you'll be able to move laterally rather early to avoid this attack.

ELEMENTAL SPRAY

Attack Properties

Damage Type	Fire* / Freeze**
Primary Damage	125 per second
Secondary Damage	–
Trigger Range	4m – 20m

*Fire Bellowback only /
**Freeze Bellowback only







An icy or fiery spray is released in a thin cone in front of the Bellowback. You can identify this attack by the small amount of flames or ice coming from the Bellowback's mouth as it leans back, stepping with one leg and raising its head up and slightly to the side. The breath attack comes almost immediately afterwards and is accompanied by an audio cue. Your safest option will be backing away as quickly as you can. This attack will track your movements extremely well, especially up close, and deals a substantial amount of damage in a wide area. It is very dangerous and you should be mindful of it until the Gullet is removed.

Elemental Circular Attack

Attack Properties

Damage Type	Fire* / Freeze**
Primary Damage	150 per second
Secondary Damage	10 per second
Trigger Range	0m – 9m

*Fire Bellowback only /
**Freeze Bellowback only







Very quick to come out, your best indication of this attack is to watch for the fire or ice effect at its mouth, similar to the Elemental Spray attacks. However, in this case the Bellowback will very quickly swing its head out to one side, sweeping it back across its body as it releases a wall of fire or ice in a crescent shaped arc in front of it. There will be a lingering elemental effect on the ground that will deal damage on contact, so your only safe option here is to dodge backwards as quickly as you can upon noticing this attack.



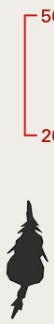


Elemental Projectile

Attack Properties

Damage Type	Fire* / Freeze**
Primary Damage	60* / 25**
Secondary Damage	70 per second
Trigger Range	20m – 50m

*Fire Bellowback only /
**Freeze Bellowback only







The Bellowback will swing its head to one side before lobbing a ball of fire or ice at you. Similar to the other elemental attacks, this attack is indicated by fire or ice coming from the machine's mouth. However, there's more of it than the two previous attacks, and the Bellowback raises its leg into the air, putting it back down as it fires a projectile at you. The projectile leaves a lingering effect on the ground, similar to the Elemental Circular Attack. If you are already running in a specific direction, this attack will be aimed ahead of you so that you'll run into it if you maintain your course. Either stop moving altogether, or dodge in the opposite direction you were headed. If you were stationary when the projectile was shot, it will land at your feet. In this case, dodge in any direction to avoid damage.

STRATEGY

Recommended Equipment	
Equipment Name	**Ammo Type**
Hunter Bow	Hardpoint Arrow Fire Arrow
Sharpshot Bow	Precision Arrow
War Bow	Freeze Arrow
Tripcaster	Shock Wire
Resist Shock Potion Resist Fire Potion	–
Recommended Skills	
Skill	Concentration, Knock Down, Triple Shot

The Bellowback is an exceptionally dangerous enemy, especially if encountered early on. Attacking from all ranges with powerful elemental attacks, this machine can be quite hard to approach. When fought in groups, this is a difficult machine to ignore, especially if allowed to freely shoot its projectile attacks. If you have Corruption Arrows available, this is a fantastic target for them, as the machine's elemental attacks cover a wide area and deal substantial amounts of damage.



Removing both the Gullet and Cargo Sacs of the Bellowback will not only deal a substantial amount of damage to the machine itself, but will also disable all of its elemental attacks – destroying these Components should be your first priority **[→▢ 1]**. You should also consider bringing either Resist Fire or Resist Freeze potions to the battle, as well as Fire or Freeze resistant armor, whichever is appropriate to the variant you're fighting. Used together, these will drastically reduce the damage you take from the Bellowback's elemental attacks. These two options will make things dramatically easier if you're having trouble dealing with the machine's elemental attacks.

Against the Fire Bellowback, it's best to make use of the machine's innate weakness to Freeze to amplify the damage dealt to both components. If you want to play it safe, shock the Bellowback first before attacking either the Gullet or Cargo Sac. Focus on the Gullet first, as it's much easier to hit. When viewed head on, the sides of the Gullet are fairly exposed below and to either side of the machine's head, while the Cargo Sac is blocked by non-removable plating. The Gullet also controls the most dangerous of the Bellowback's attacks; the Fire and Freeze Spray. Once this Component is destroyed, getting close to the Bellowback becomes a reasonable option. In doing so, you'll have a chance to bait out the Tail Swipe attack. Because the Tail Swipe rotates the machine 180 degrees, you'll actually have very good visibility of the Cargo Sac after avoiding the attack, giving you a great opportunity to counter attack.

It's very difficult to get good visibility of the Blaze/Freeze Canisters underneath the Bellowback's body unless the machine is stunned, knocked down, or tied down, and in those situations the Canisters should typically be ignored in favor of focusing your attention on the Gullet or Cargo Sac **[→▢ 2]**. You can, however, put some Fire/Freeze Arrows into the Canisters for their outright, explosion damage, or you can release an arrow or two just as the machine is about to recover from being stunned.

Overriding other machines in the area to assist you is also a worthy endeavor, giving the Bellowback additional targets to hit. As noted before, be mindful of which Components such machines have available, as detonating canisters of Overridden machines, or even your mount, can help quite a bit.

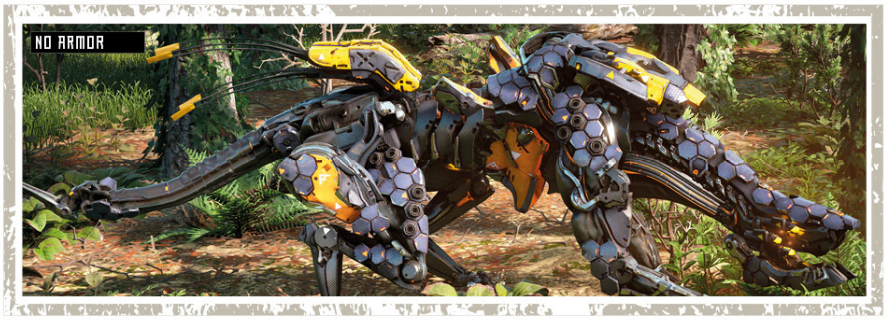




STALKER

18	Medium Combat Machine Stalker								23
	800 HP 1050 XP				1200 HP 2105 XP				
Component Removal	100 XP				200 XP				
Damage Received (%)	0	0	+50	0	+50	0	+50	-	
Severity Build-up (%)	0	0	+100	0	+100	0	+100	-	

The Stalker is a rather unique machine – it's the only one that has the ability to camouflage itself from view after detecting a threat. Stalkers will often become aware of your presence before you've noticed them, because they tend to spend a lot of time perched in trees or clinging to the sides of a cliff, making them difficult to see. They're also known to deploy Alarm Mines in their territory, giving them a greatly expanded detection rage. The Alarm Mines are bright red and their cone of light extends high enough that it can be seen through even the densest forest foliage. When you get close to these mines they'll begin to give off an audible alert that increases in tone and frequency as you get closer to the mine; get too close and a flare is sent up into the sky to let the Stalker know exactly where you are.



You'll typically find them in pairs in the forested areas south of Meridian, and if you spot one, you can be sure another is not far away. Equipped with an array of highly-damaging attacks, both melee and ranged, these machines will prove to be viciously dangerous foes.

ARMOR AND COMPONENTS

In order to maintain its agility and leave its stealth abilities unaffected, the Stalker will only ever appear as an unarmored machine. Regardless of how many you kill, you won't ever have to worry about any new armor plates appearing and getting in the way of your arrows.

COMPONENTS

DART GUN

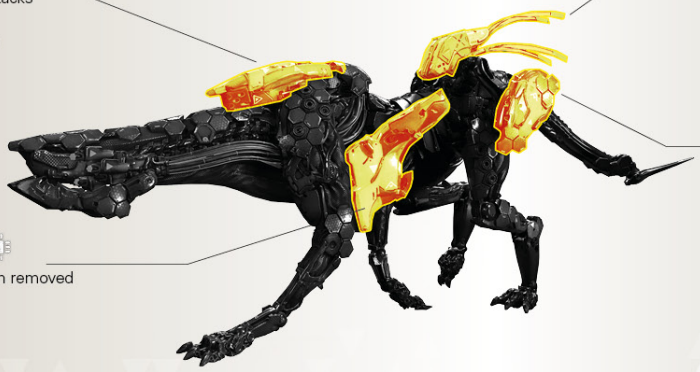
Disables Dart attacks when removed

HEALTH	100
TEAR	80
REMOVAL DAMAGE	50

STEALTH GENERATOR

Disables Stealth ability when removed

HEALTH	100
TEAR	70
REMOVAL DAMAGE	50



ANTENNA

Drops Resources when removed

HEALTH	100
TEAR	50
REMOVAL DAMAGE	50

MINE LAUNCHER (X2)

Disables Mine Launching ability when removed

HEALTH	100
TEAR	70
REMOVAL DAMAGE	50

LOOT

Hitzone	Stage 1	Result
Head	100	Stagger
Body Legs	100	Stagger
	Stage 2	**Result**
Head	–	–
Body Legs	200	8 sec knockdown



Loot Group	Chance	Name	Amount
1 Always drops 1 of 3 set quantities	–	Metal Shards	15/30/105
2 Always drops 1 of 2 items in 1 of 3 quantities	–	Sparker	10/15/20
	–	Wire	10/15/20
3 Sometimes drops 1 of 3 items	Low	Stalker Lens	1
	Very Low	Stalker Heart	1
	Extremely Low	Machine Core (Medium)	1
	Very Low	Luminous Braiding	1
4 Sometimes drops 1 of 4 items	Low	Coil (Rare)	1
	Low	Weave (Rare)	1
	Extremely Low	Coil (Very Rare)	1
	Extremely Low	Weave (Very Rare)	1





ATTACKS

DART GUN SHOT

Attack Properties

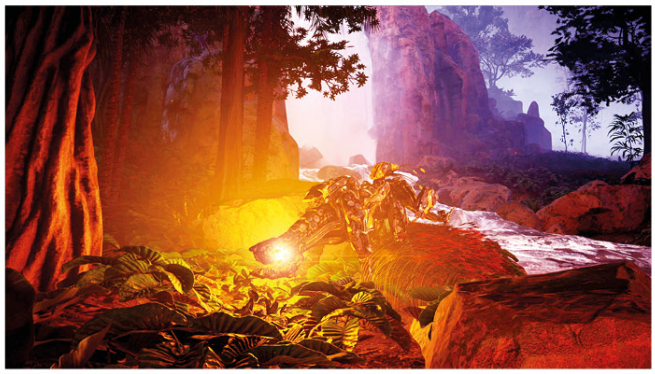
Damage Type	Projectile
Primary Damage	120 per bullet
Secondary Damage	–
Trigger Range	6m – 80m







The Stalker will drop its stealth momentarily as it charges up to three sequential shots from its Dart Gun. A glowing blue light and a distinct sound are your indicators for this attack – time your dodge so that you evade as you hear the audio cue. These darts travel incredibly fast, but they do not have the best tracking. If you're standing in place to aim a shot, you won't have a lot of time to evade them, but if you're running around, you can often passively evade them by frequently changing direction.

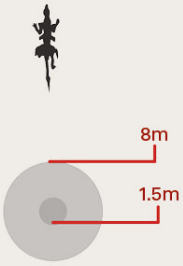




MINE LAUNCH

Attack Properties

Damage Type	Explosion
Primary Damage	100 (up to 4m)
Secondary Damage	–
Instant Trigger Range	0m – 1.5m
Trigger Range	1.5m – 8m
Time to detonation	1.5sec
Deactivation time	15sec





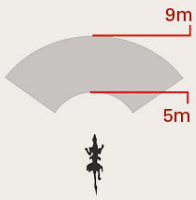


As the Stalker moves around, it will periodically launch a pair of red explosive Mines from its Mine Launcher. They are fired up into the air and fall in an arc, accompanied by a visual trail showing the direction they originated from. This can be very helpful in getting an idea of the Stalker's positioning while in stealth. These Mines are triggered by proximity, so as long as you stay clear you'll avoid their damage. The effective range is approximately the body length of Aloy, and you'll see a distinct effect (that looks like red radar wave pulses) when you're getting too close. The issue, however, is that they act as a deterrent if you're trying to chase the Stalker down. You can disable this attack by destroying the Mine Launcher.

Mandible Stab

Attack Properties

Damage Type	Melee
Primary Damage	140
Secondary Damage	–
Trigger Range	5m – 9m





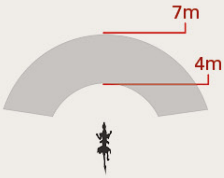


You'll find this to be a difficult attack to avoid, as it's very quick and has little start-up or warning. Watch for the Stalker's eyes to flash red (you'll also hear an audible growl) before it turns its body to either side. It will then swing its head back across its body to the other side as it jumps forward. Upon landing, it will yet again swing its head towards its center and can in some cases finish the attack with an evasive maneuver by jumping a full body length's backwards.

Claw Swipe

Attack Properties

Damage Type	Melee
Primary Damage	175
Secondary Damage	–
Trigger Range	4m – 7m





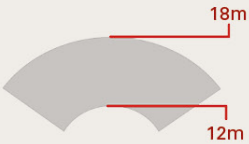


You'll typically see this attack when standing near the Stalker, but not directly in front of it. When you see its eyes flash red, it will swing its outside front claw across its body, pivoting the machine to face your direction. The range is fairly short, so you can dodge backwards fairly safely. This attack can also be followed up by an evasive jump.

Jumping Mandible Stab

Attack Properties

Damage Type	Melee
Primary Damage	170
Secondary Damage	–
Trigger Range	12m – 18m





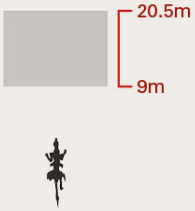


This attack is identical to the Sawtooth's version. Its tracking is poor but the distance this attack covers is quite substantial. Watch for it to drop its head down to either side before launching itself high into the air, and then crashing back down. Immediately upon landing, the Stalker will continue forwards, swinging its head across its body, dealing damage on contact. This is another attack you can't easily avoid by moving backwards. Instead, move to either side or forwards through the attack, timing your dodge just before the machine lands.

Claw Fury

Attack Properties

Damage Type	Melee
Primary Damage	300
Secondary Damage	–
Trigger Range	9m – 20.5m







This is another attack that the Stalker shares with the Sawtooth. You'll see the Stalker pull back and shift its weight onto its hind legs, then lunge forward and bite, before raising its front legs and clawing in front of itself. Dodge forward through the attack or to either side.





Tail Swipe

Attack Properties

Damage Type	Melee
Primary Damage	275
Secondary Damage	–
Trigger Range	0m – 4m







You'll know this attack is coming when you see the Stalker quickly widen its stance and raise its tail high into the air. Upon doing so, the machine will rotate very quickly in a full circle, swinging its long tail at nearby enemies. Used at close-range, you should have a reasonable amount of time to roll backwards away from the machine. If your timing is good, you can dodge opposite to the rotation of the attack, leaving you in a good position to counter afterwards.

STRATEGY

Recommended Equipment	
Equipment Name	**Ammo Type**
Sharpshot Bow	Tearblast Arrow Precision Arrow
Hunter Bow	Hardpoint Arrow
Sling	Freeze Bomb
Tripcaster	Shock Wire
Trap	Shock Trap
Recommended Skills	
Skill	Concentration, Knock Down



The Stalker is generally encountered in pairs and is an exceptionally dangerous machine due in large part to its stealth ability. It's quite difficult to fight enemies you can't see, so you'll want to disable the Stealth Generator as quickly as possible **[→▢ 1/2]**. If they've not done so already, they will activate their Stealth Generators once a threat has been detected (via Alarm Mines or normal means), so you may have a much easier time if you can catch them unaware.



Detected or not, the first thing you'll want to do in combat with these machines is use a Tearblast Arrow from the Sharpshot Bow. Aim at center mass on the Stalker's body to knock off the Stealth Generator. If you're lucky you may also remove the Dart Gun and Mine Launchers with the same arrow. Regardless, you'll want to disable these three Components to reduce the Stalker to using only its melee attacks, most of which you may already be familiar with, as many are shared with the Sawtooth.

A vulnerability to Shock damage means you'll get a lot of use out of Shock Traps and Shock Wire once the Stalker's ranged attacks have been disabled. Like the Sawtooth, be mindful of your positioning when employing these traps, as a few of the Stalker's attacks can send it traveling over your preparations, avoiding them entirely. If you've invested points into the Knock Down Skill, you'll be able to incapacitate the Stalker with a single Spear R2 attack. Once stunned, use the time to safely apply Freeze, then unleash arrows into the Stalker's Eye for bonus damage **[→▢ 3/4]**.







GLINTHAWK

The Glinthawk is likely the first of the two machines capable of flight that you'll encounter throughout your travels. Found typically in groups of 3 or 4, they'll attack relentlessly with freezing attacks from the sky until their Freeze Sacs are disabled. They'll often fly high above you and move directly overhead during their attacks, so keeping them in your sights will be half the battle – the other half will be actually landing shots. Amusingly enough, you may also find them carrying away the carcasses of defeated machines, unharvested loot and all, so be sure not to dally while there are Glinthawks nearby.

18	Small Acquisition Machine Glinthawk								23
	450 HP 1050 XP				675 HP 2105 XP				
Component Removal	100 XP				200 XP				
Damage Received (%)	+50	-80	0	0	+50	-80	0	-
Severity Build-up (%)	+100	-75	0	0	+100	-75	0	-

ARMOR AND COMPONENTS

Armored versions of the Glinthawk will have a protective covering on their Freeze Sac Component that will need to be removed before you're able to detonate it. Once the Component is detonated however, the resulting freeze effect will allow your damage to ignore any other armor plating.



COMPONENTS

Beak

Disables scavenging behavior when removed or destroyed

HEALTH	100
TEAR	70
REMOVAL DAMAGE	50



Freeze Sac

Detonates dealing Freeze. Controls Freeze attacks.

HEALTH	30
TEAR	150
REMOVAL DAMAGE	100

LOOT

Hitzone	Stage 1	Result
Head	75	Stagger
Body	75	Stagger
	Stage 2	**Result**
Head	–	–
Body	150	8 sec knockdown



Loot Group		Chance	Name	Amount
1	Always drops 1 of 3 set quantities	–	Metal Shards	3/7/19
2	Always drops 1 of 2 items in 1 of 3 quantities	–	Sparker	4/7/11
		–	Wire	4/7/10
3	Sometimes drops 1 of 3 items	Low	Glinthawk Lens	1
		Very Low	Glinthawk Heart	1
		Extremely Low	Machine Core (Small)	1
4	Sometimes drops 1 of 4 items	Low	Coil (Uncommon)	1
		Low	Weave (Uncommon)	1
		Extremely Low	Coil (Rare)	1
		Extremely Low	Weave (Rare)	1





ATTACKS

CLAW SLASH

Attack Properties

Damage Type	Melee
Primary Damage	160
Secondary Damage	–
Trigger Range	7.5m – 18.5m



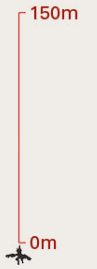


The Glinthawk will rotate slightly, then immediately rise into the air. When it reaches its apex, it will attack by swooping down towards you. This attack is quite directional and has poor tracking once initiated so if you're already running in a horizontal direction, the Glinthawk will aim in front of you and will connect if you maintain your course. To avoid, you can either start from a stationary position before rolling to the side and out of the way, or if you're already running you should stop moving altogether or roll in the opposite direction you were travelling.

FREEZE SPIT

Attack Properties

Damage Type	Freeze
Primary Damage	60
Secondary Damage	30 per second
Trigger Range	0m – 150m





A 4-shot barrage of freeze projectiles are launched at you as the Glinthawk hovers in a stationary position in the air. A Glinthawk won't use this attack unless it's hovering, but there are no visual signals or audio cues that give a reasonable window of warning. Consider the time it takes for the projectiles to reach your location as your window of time to react. The projectiles do not track your movement after being fired, but are shot in a similar way to that of the Claw Slash and will connect if you aren't paying attention and fail to change your movement direction.

FREEZE CLOUD

Attack Properties

Damage Type	Freeze
Primary Damage	20
Secondary Damage	30 per second
Trigger Range	0m – 100m





The Glinthawk will travel in a straight line, dropping a series of freeze projectiles on the ground. Like the Freeze Spit attack, there isn't much to indicate that this attack is going to be used. Instead you'll have a fairly large window to react, as the bombs are dropped from a substantial height and take a moment to hit the ground. Upon doing so, a damaging Freeze effect will persist in a small radius on the ground where each projectile lands. Move perpendicular to the attack's direction to avoid the initial hits, and then stay out of the area until the lingering effect clears.

STRATEGY

Recommended Equipment	
Equipment Name	**Ammo Type**
Sharpshot Bow	Tearblast Arrow
Hunter Bow	Hardpoint Arrow
Rattler	Metal Bolts
Ropecaster	Tie Rope
Resist Freeze Potion	–
Recommended Skills	
Skill	Concentration, Fast Reload, Critical Hit



Your main goal when fighting Glinthawks should be to get them close to the ground so that you'll have an easier time attacking them. There are three optimal ways to do this: the first and most effective is to land a Tearblast arrow on the legs or torso of the Glinthawk **[→▢ 1]**. Doing so will detonate its Freeze Sac with a single arrow, causing damage and Freeze severity in an area, and forcing the machine to fall from the sky.

The second method is to use the Ropecaster to tie the machine down **[→▢ 2]**. All you really need to do is land just one Tie Rope, as that's enough to prevent the Glinthawk from flying away, making it much easier to land subsequent shots. The third method works exceptionally well: if you apply Burn to an airborne Glinthawk, it will fall from the sky and land on the ground in a Knocked Down state, allowing you to follow up with a Critical Hit or an Override.

With the damage bonus from the Freeze status, you should have ample opportunity to deplete the entirety of the Glinthawk's health before the effect expires. Use whatever method allows you to apply the most damage. In a best case scenario, this is going to be Hardpoint Arrows from a distance using the Hunter Bow, or Metal Bolts from the Rattler if you're up close and can land 4 or 5 bolts per shot.



You'll almost always encounter Glinthawks in groups or alongside other enemies, so focusing on individual Glinthawks that you've frozen can be difficult in the midst of battle. The Ropecaster offers a potentially safer option, as tying down these machines will incapacitate them for a decent amount of time. A single Tie Rope is enough to prevent them from flying away and using their attacks, and this time can be extended with additional hits until the machine is fully tied down. Once tied down, you can approach the machine for a Critical Hit, or use this tactic as a means of destroying the Freeze Sac.

Glinthawks can also be incredibly useful machines to Override, as they will use their projectile freeze attacks on enemies, dealing damage and applying Freeze severity **[→▢ 3]**. However, you should be aware that even though they are considered friendly units when overridden, the lingering effects of their Freeze Cloud and Freeze Spit attacks will deal a very small amount of damage to you on contact. As with any enemy that has elemental based attacks, consider using the appropriate resistance potions (in this case Resist Freeze) to reduce their threat, by virtually negating the damage of their projectile freeze attacks.





CORRUPTOR

The Corruptor is an ancient machine that takes control of others, forcing them to fight alongside it. Dangerous in its own right, this machine is an even bigger threat alongside its minions. Always appearing as a 'Corrupted' machine, the Corruptor has no 'normal' variant. It also shares a mechanic called 'Overheat' with the Deathbringer, which stuns the machine and exposes a crippling weak-point when enough fire damage has been applied.

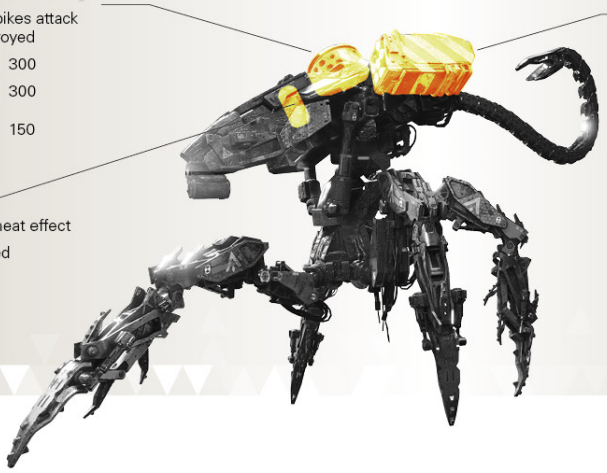




ARMOR AND COMPONENTS

The Corruptor is one of a handful of machines that do not have an armored variant for you to worry about. It should be noted that despite the Corrupter always appearing as a corrupted machine, its hit reaction values follow that of a non-corrupted medium sized machine (as seen on P.38). Elemental limits follow the appropriate values for medium sized corrupted machines, however Fire specifically has a threshold of 188.

COMPONENTS



SPIKE LAUNCHER

Disables Spikes attack when destroyed

HEALTH	300
TEAR	300
REMOVAL DAMAGE	150

GRENADE LAUNCHER

Disables Grenade Launcher attack when destroyed

HEALTH	300
TEAR	300
REMOVAL DAMAGE	150

HEAT CORE

Becomes exposed during Overheat effect

HEALTH	400 before retracted
TEAR	–
REMOVAL DAMAGE	100

LOOT

Hitzone	Stage 1	Result
Head	90	Stagger
Legs	90	Stagger
Body Tail	90	Stagger
	Stage 2	**Result**
Head	–	–
Legs	180	10 sec Knockdown
Body Tail	–	–



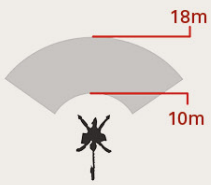
Loot Group	Chance	Name	Amount
1 Always drops 1 of 3 set quantities	–	Metal Shards	60/75/120
2 Sometimes drops 1 of 3 items	Low	Corruptor Lens	1
	Very Low	Corruptor Heart	1
	Extremely Low	Machine Core (Medium)	1
	Very Low	Luminous Braiding	1
3 Sometimes drops 1 of 4 items	Low	Coil (Rare)	1
	Low	Weave (Rare)	1
	Extremely Low	Coil (Very Rare)	1
	Extremely Low	Weave (Very Rare)	1

ATTACKS

CRUSHING LEAP

Attack Properties

Damage Type	Melee
Primary Damage	160
Secondary Damage	–
Trigger Range	10m – 18m





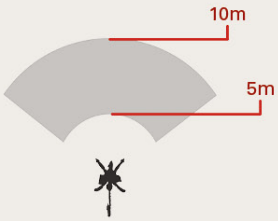


Listen for the audio cue and watch for the Corruptor's eyes to flash just before it crouches slightly. It will launch itself high into the air, crashing down at a location that anticipates your movement. If you were running as the Corruptor leapt into the air, stop moving, then roll in the opposite direction you were headed. If you were stationary, dodge to either side to get away from the landing area.

Talon Strike

Attack Properties

Damage Type	Melee / Explosion
Primary Damage	110
Secondary Damage	40
Trigger Range	5m – 10m







Listen for this attack's distinct audio cue, and watch for the tail to get raised straight up into the air. The Corruptor will then launch its tail forward at you, smashing it into the ground and dealing a secondary explosion in a small area. Dodge backwards and away or through the attack to avoid taking damage.

Boulder Throw

Attack Properties

Damage Type	Projectile
Primary Damage	150
Secondary Damage	–
Trigger Range	15m – 80m





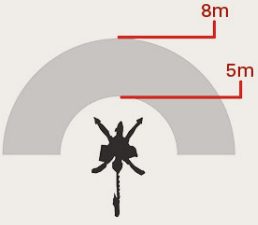


You'll see the Corruptor drive its tail into the ground, extracting a large boulder. It will rotate that boulder slowly to one side, before quickly reversing its rotation and launching the rock at you. The impact area of the rock is deceptively large, and you'll need to time your rolls well to avoid damage. Dodge just as the boulder approaches you, erring more on the side of being late than early, as being early will guarantee that you take damage.

Rock Shrapnel

Attack Properties

Damage Type	Melee
Primary Damage	120
Secondary Damage	–
Trigger Range	5m – 8m





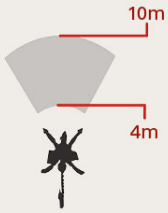


You'll see the Corruptor raise its tail into the air in a curved shape before it swings it downward then back up in an arcing motion across its body. The tail makes contact with the ground, almost like a golf swing in some respects, kicking up dirt to reduce visibility. The range is rather low, so backing up or dodging away is you're best method to avoid this attack.

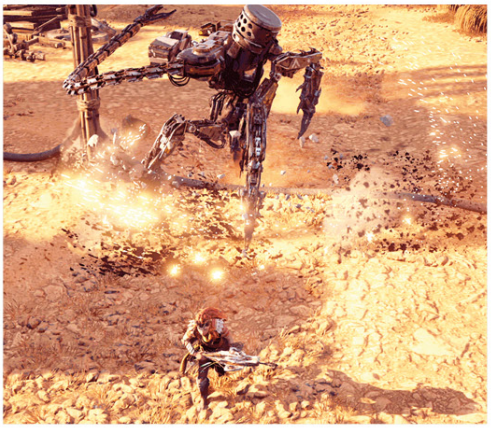
TALON SWIPE 180

Attack Properties

Damage Type	Melee
Primary Damage	120
Secondary Damage	–
Trigger Range	4m – 10m





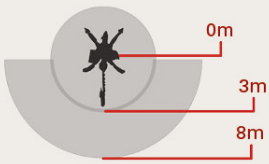


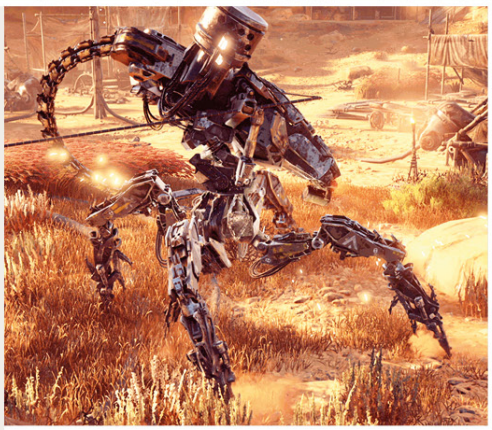
Watch for the Corruptor to swing its tail out to one side as you hear an audio cue. Its eyes will then flash red as it very quickly rotates its body around, swinging its tail. As it does this, it will launch itself into the air, traveling a slight distance forward at you. Ideally you'll want to dodge either backwards or through the attack with proper timing to avoid this attack's fairly long range.

TALON SWIPE 360

Attack Properties

Damage Type	Melee
Primary Damage	120
Secondary Damage	–
Trigger Range	3m – 8m







Very similar to the Talon Swipe 180 attack, the Talon Swipe 360 has the Corruptor rotate its body around as it attacks with its tail. The main difference with this attack is that the Corrupter stays still and does not jump forward. This attack is also not performed unless you're standing close to the Corruptors backside. Dodge through the attack to avoid it.

CORRUPTION SPIKE

Attack Properties

Damage Type	Projectile / Explosion
Primary Damage	80
Secondary Damage	50
Trigger Range	15m – 50m







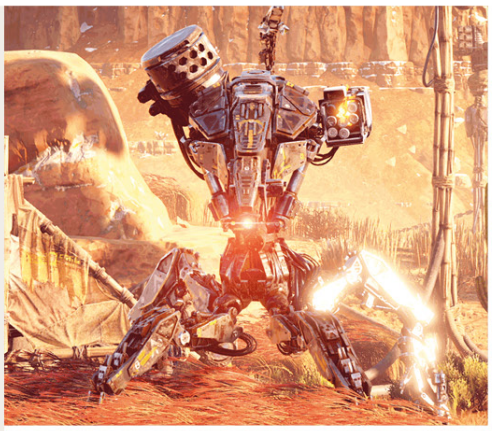
A difficult attack to spot, you'll want to look for the Spike Launcher Component to start spinning as you hear a mechanical motor sound before it begins to fire a set of spikes at you. If hit directly you'll take the initial projectile damage, while if the Corruption Spikes miss and contact a surface it will detonate dealing secondary damage in a small area of effect explosion. This attack will also build up corruption, eventually causing a damage-over-time effect. Dodge to either side to avoid this directional attack.

INFERNO BLAST

Attack Properties

Damage Type	Fire
Primary Damage	60
Secondary Damage	25 per second
Trigger Range	15m – 80m







The visual cue for this attack is very subtle. Look for a small fiery effect to appear on the Grenade Launcher Component on the left side of the Corruptor. After a very short delay, it will fire a set of 6 grenades in a small spread at your initial direction. Dodge forward, through the attack in order to give yourself the best chance at avoiding all damage.

STRATEGY

Recommended Equipment

Equipment Name	Ammo Type
Hunter Bow	Hardpoint Arrow Fire Arrow
Sharpshot Bow	Tearblast Arrow Precision Arrow
Ropecaster	Tie Rope (Heavy)
Sling	Freeze Bomb

Recommended Skills

Skill	Triple Shot, Knock Down

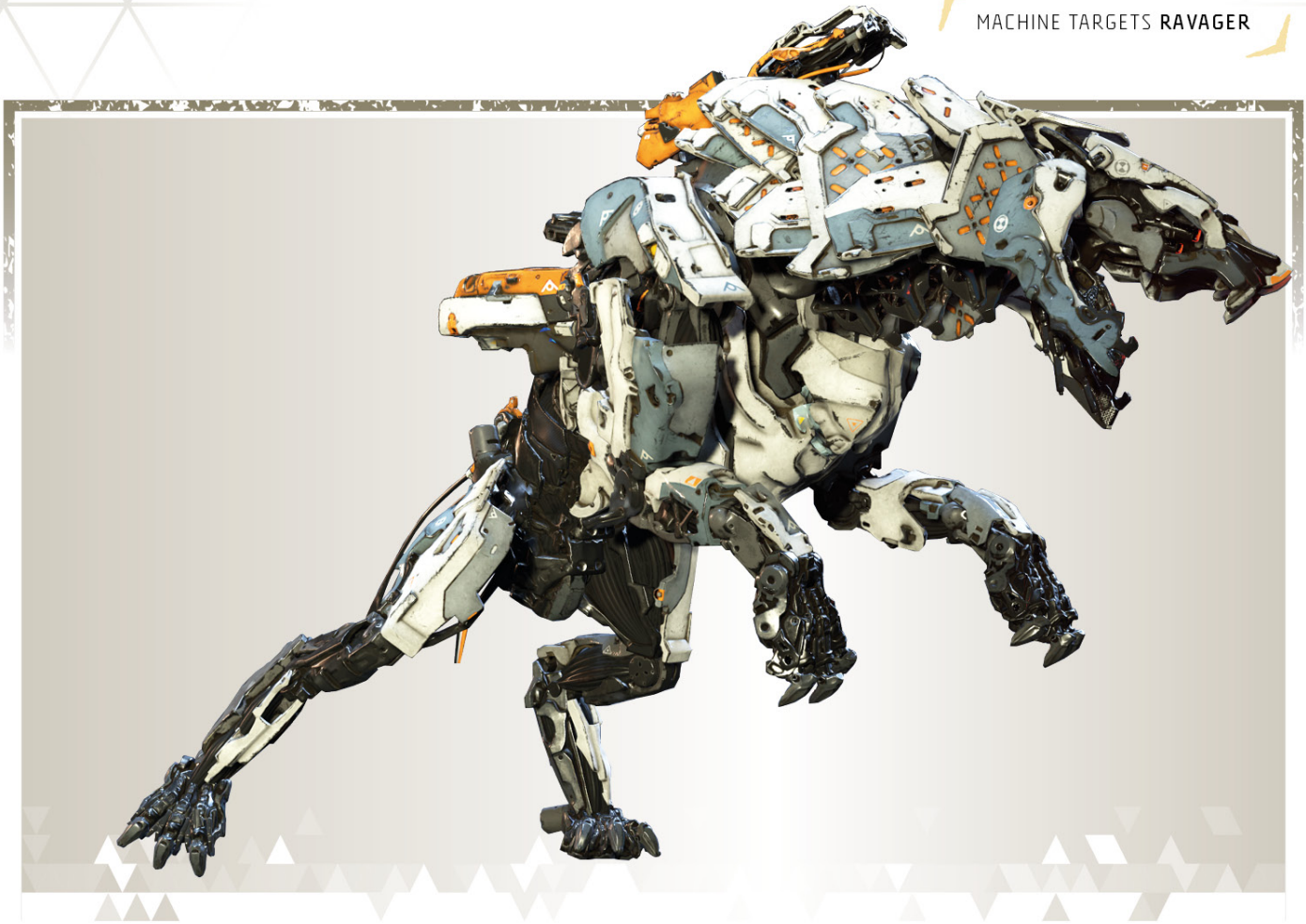


You'll typically be fighting a Corruptor alongside other enemies, so the first thing you should do is check if any of them have Components or features that you can use to your advantage. Consider overriding other enemies if you get the opportunity to do so; this can make the battle much easier. Clear out the weaker enemies before focusing your efforts on the Corruptor, and if you need a bit more breathing room you can try tying the Corruptor down, Shocking it, or knocking it over.

Once you're ready to fight the Corruptor directly, you'll want to cause it to Overheat. The fastest way to do this is to shoot Fire Arrows directly into the machine's body **[→▢ 1]**. To do that as safely as possible, use the Ropecaster to tie the machine down first, then remove the Grenade and Spike Launcher Components before attacking with your Fire Arrows. Once the machine overheats, it will become stunned causing it to expose its Heat Core Component. This is your opportunity to deplete a large portion of the Machine's health; dealing damage to the Heat Core won't greatly reduce the duration of the Overheat stun. Be careful though, as damage will cause the Corruptor to momentarily regain control of its actions – you'll know an attack is coming soon after you see the Corruptor stagger – but it will quickly revert back to a stunned state afterwards.

You also have the option of applying Freeze once the Overheat mechanic has started. Freeze Bombs are ideal for this, as the stun from Overheat will cause the Corruptor to sit in the Freeze Bomb's secondary ground effect, applying severity very quickly. The burning effect is not required to maintain the overheated state, but it is required for the stun effect, making this a risky strategy that pays off in increased damage potential.

You can also use the Ropecaster to tie the machine down before attacking, but this is something we'd only recommend doing if you're comfortable in your ability to avoid the machine's attacks, and are able to maximize the shorter damage window by using Triple Shot with Precision Arrows. If you destroy the Heat Core before killing the Corruptor, apply the same tactics, but aim for the Corruptor's eye instead.



Ravager

20	Medium Combat Machine Ravager		27
	1300 HP 1385 XP		1950 HP 3680 XP
Component Removal	150 XP		300 XP

Damage Received (%)	+50	0	-80	0	+50	0	-80	-
Severity Build-up (%)	+100	0	-75	0	+100	0	-75	-

An apex combat machine, the Ravager is adept at fighting from any distance with its ferocious melee attacks and powerful ranged cannon. Found in pairs, you'll want to leverage any advantage you can in your fight to survive. Do your best to turn the tables on this machine by removing and equipping its powerful heavy weapon before laying waste to it and any others that intend to test your aim.

Armor and Components



Similar to the Sawtooth and its Blaze Canister, the Ravager will have a protective plate covering its own Freeze Canister, as well as on the Power Cell located on its rear. The covering on the Freeze Canister is split into two halves, one for either side of the machine, but only one half needs to be removed to allow the Canister to detonate.

Components



Ravager Cannon

Disables Ravager Cannon attacks when removed. Can be wielded as a weapon

HEALTH	150
TEAR	160
REMOVAL DAMAGE	100

Freeze Canister

Detonated by Freeze Arrow

HEALTH	150
TEAR	100
REMOVAL DAMAGE	100

Power Cell (x2)

Detonated by Shock Arrow

HEALTH	150
TEAR	100
REMOVAL DAMAGE	100

Antenna

Drops Resources when removed

HEALTH	150
TEAR	100
REMOVAL DAMAGE	100

Loot

Loot Group	Chance	Name	Amount
1 Always drops 1 of 3 set quantities	–	Metal Shards	10/25/70
	–	Sparker	5/10/20
2 Always drops 1 of 2 items in 1 of 3 quantities	–	Wire	10/15/20
	Low	Ravager Lens	1
	Very Low	Ravager Heart	1
3 Sometimes drops 1 of 3 items	Extremely Low	Machine Core (Medium)	1
	Very Low	Luminous Braiding	1
	Low	Coil (Rare)	1
	Low	Weave (Rare)	1
4 Sometimes drops 1 of 4 items	Extremely Low	Coil (Very Rare)	1
	Extremely Low	Weave (Very Rare)	1

Hitzone	Stage 1	Result
Head	90	Stagger
Legs	90	Stagger
Body	90	Stagger
	Stage 2	**Result**
Head	–	–
Legs	180	10 sec knockdown
Body	–	–

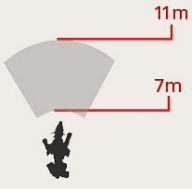


Attacks

Claw Swipe

Attack Properties

Damage Type	Melee
Primary Damage	170
Secondary Damage	–
Trigger Range	7m – 11m



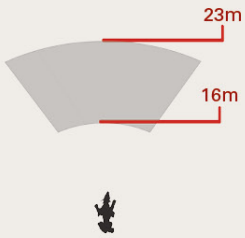


Identical to that of the Sawtooth, this attack has deceptive range and swings in a wide horizontal arc. Listen for the audio cue while watching for the Ravager to swing its hips out to either side. The attack will come from the opposite direction in regards to the way the Ravager's rear end moved. Again, you'll want to roll forwards through the attack, or away to either side, as dodging backwards can often result in getting hit if your roll timing isn't precise.

JUMPING JAW SMASH

Attack Properties

Damage Type	Melee
Primary Damage	220
Secondary Damage	–
Trigger Range	16m – 23m







Another attack that this enemy shares with the Sawtooth, you'll generally see this from mid- to far-range, and is used significantly more often when the Ravager's Cannon has been removed. Like with the Sawtooth, this attack still doesn't track particularly well, but retains its large impact area. Watch for the Ravager to jump into the air, crashing down with its body and swiping with its head originating from the side furthest from you. Dodge either left or right, away from the machine.

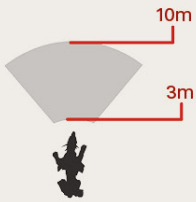




BERSERKER FURY

Attack Properties

Damage Type	Melee
Primary Damage	300
Secondary Damage	–
Trigger Range	3m – 10m





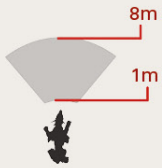


When this attack is performed, you'll see the Ravager bob its head up and down very quickly. It'll then follow with another jerk of its head upwards to one side, before swinging its head across its body in the opposite direction. Momentum will carry it forwards on its hind legs as its front legs paw viciously at anything in front of it.

Mandible Stab

Attack Properties

Damage Type	Melee
Primary Damage	160
Secondary Damage	–
Trigger Range	1m – 8m





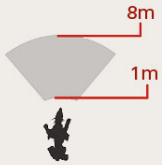


This attack is shared between the Ravager and Sawtooth. Watch for the Ravager to turn its head to the side before it swings it back across its body in a horizontal arc. Use the audio cue to time your dodge, and try to move backwards and away, or forwards through the attack itself.

Shock Jaw Smash

Attack Properties

Damage Type	Melee
Primary Damage	180
Secondary Damage	–
Trigger Range	1m – 8m





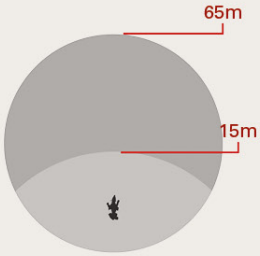


A slightly modified variant of the Mandible Stab attack, this version has an electric particle effect that accompanies it allowing it do deal a bit more damage than the standard version. Again, dodge backwards and away, or forwards and through the attack to avoid it.

Cannon Burst

Attack Properties

Damage Type	Projectile
Primary Damage	40 per bullet
Secondary Damage	–
Trigger Range	15m – 65m





Listen for the audio cue and watch for the machine to bob its head up and down quickly just before a blue light appears in front of the cannon's barrel. The cannon will then shoot bullets in a straight line that sweeps from one side to the other in front of the Ravager. It's fairly slow to move from one side to the other, so you'll be able to roll laterally in either direction. If you dodge towards and through the attack, you'll need to be a bit more mindful of your timing, but doing so will cause the Cannon Burst attack to cease once you pass through its line of fire.

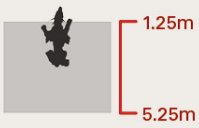




SHOCK COCOON

Attack Properties

Damage Type	Shock
Primary Damage	165
Secondary Damage	–
Trigger Range	1.25m – 5.25m







The Shock Cocoon attack is used as a defensive attack when you are positioned close to the Ravager. A wide, donut-shaped, glowing blue effect will appear on the ground and an audio cue will play as the Ravager charges up this attack After a short delay, an explosion will erupt from the Ravager in the indicated area, dealing Shock damage to enemies nearby. Dodge backwards to get out of the range of effect as quickly as possible.

STRATEGY

Recommended Equipment

Equipment Name	Ammo Type
Sharpshot Bow	Tearblast Arrow
Ropecaster	Tie Rope
Tripcaster	Shock Wire
Trap	Shock Trap
War Bow	Shock Arrow

Recommended Skills

Skill	Knock Down, Heavy Lifter

The fastest and safest way to deal with the Ravager is to use its own cannon as a weapon against it after it's been stunned or knocked down. There are many different ways to incapacitate the Ravager, but we'll be focusing on three specific methods; detonating its Power Cell to apply Shock, tying it down with the Ropecaster, or knocking it over by attacking with Spear R2 attacks (with the Knock Down Skill unlocked).

Ravagers are sometimes found in pairs throughout the world, and as such it can be quite effective to detonate one of the two Power Cells located on the back of either Ravager to shock and stun them both. In the case of an unarmored version, the Power Cells won't have an armored covering, and this scenario presents an interesting combo that you can perform if you're quick enough **[→▭ 1]**.









Firstly, make sure the Ravager is facing your direction either by positioning yourself accordingly, or using Rocks or Lure Call to change its orientation. Next, using your War Bow, fire a Shock Arrow at one of the two Power Cells, then immediately switch to your Sharpshot Bow and aim a Tearblast Arrow to land as close to the Ravager Cannon as possible. If timed correctly, the cannon should be removed just as the Ravager becomes stunned from the shock effect **[→▢ 1/2]**. With luck, you'll catch the second Ravager with this effect as well – if not, repeat the same process as quickly as you can.

If you've managed to incapacitate the Ravagers quickly, you'll have enough time to sprint to the fallen Ravager Cannon and pick it up. Once in your possession, focus your aim on whichever Ravager would escape its stun earlier, before attacking the second. It doesn't take many shots to kill the machine, as the damage output of this weapon is incredible.

In the case of the Ropecaster or Spear R2 attacks, the method is quite similar; incapacitate the Ravager and remove the cannon, then use it to kill the machine **[→▢ 3]**. It takes three shots with the Shadow Ropecaster using Heavy Tie Ropes, or a single direct hit with your Spear R2 attack with the Knock Down Skill (which is required for this to work).

If you've chosen to avoid using the Ravager Cannon (perhaps to conserve ammo to use against a more difficult enemy) it's still best to incapacitate the Ravager first – you'll always want to remove the Ravager Cannon, if only to disable the ranged attack. The key difference here will be your method of dealing damage. Once you've stunned, tied down, or knocked down the Ravager, use Freeze Bombs, Freeze Bolts or Freeze Arrows to freeze the Ravager for the large damage multiplier and armor-ignoring properties. You can make the most of the incapacitating effect's duration by applying as many Sticky Bombs as you can during the short time window. Doing so helps to slightly delay the time duration reductions suffered from dealing damage. They can also cause an explosion-based knockdown shortly after the Ravager recovers from the initial debilitating effect, once enough bombs have successfully connected.

Alternatively, you can turn the Ravager into a pin cushion using your Hardpoint Arrows or Metal Bolts. It's also an exceptionally strong tactic to chain knockdown effects via the Knock Down Skill by using a Spear R2 attack just after the Ravager recovers and is back on its feet. It can be much safer to employ this tactic as a counter-attack after avoiding one of the Ravager's melee attacks, hitting it during its recovery time **[→▢ 4]**.



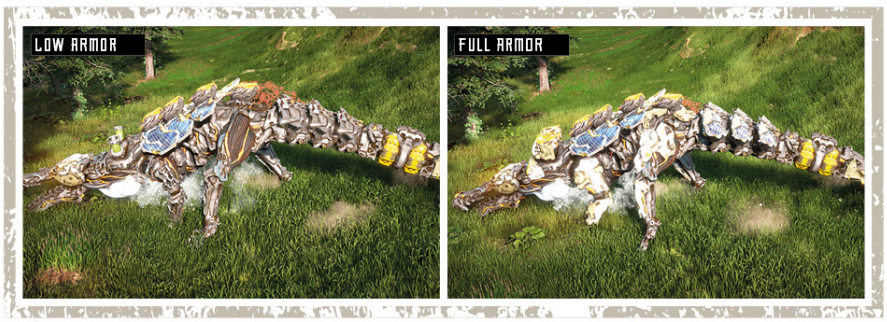


Snapmaw

20	Medium Acquisition Machine Snapmaw								27
	1450 HP 1385 XP				2175 HP 3680 XP				
Component Removal	150 XP				300 XP				
Damage Received (%)	+50	-80	0	0	+50	-80	0	-
Severity Build-up (%)	+100	-75	0	0	+100	-75	0	-

These amphibious machines can be found in groups near the water's edge, gathering aquatic resources and depositing them on land by ejecting them from the pods on their backs. Don't let their bulk fool you – they are exceptionally agile and come equipped with a powerful Freeze Cannon that fires icy projectiles from a distance. Stock up on your Resist Freeze Potions, and come prepared for battle.

Armor and Components



The Blaze Canisters of armored variants of the Snapmaw will be covered with protective plating, and as usual it must be removed if you intend on detonating these Components. Visibility of the Freeze Sac will stay the same in any case, so the main strategy here will be largely unaffected.

Components

Blaze Canister (x2)

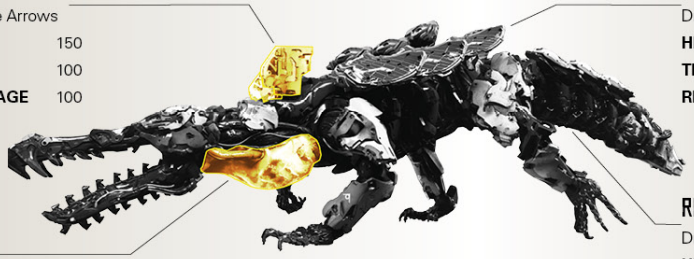
Detonated by Fire Arrows

HEALTH	150
TEAR	100
REMOVAL DAMAGE	100

Freeze Sac

Detonates when destroyed, disabling all Freeze Cannon attacks.

HEALTH	150
TEAR	–
REMOVAL DAMAGE	145



Resource Container (Spine) (x4)

Drops Resources when removed

HEALTH	150
TEAR	100
REMOVAL DAMAGE	100

Resource Container (Tail) (x8)

Drops Resources when removed

HEALTH	150
TEAR	100
REMOVAL DAMAGE	100

Loot

Loot Group	Chance	Name	Amount
1 Always drops 1 of 3 set quantities	–	Metal Shards	10/30/85
2 Always drops this	–	Chillwater	1
3 Always drops 1 of 2 items in 1 of 3 quantities	–	Sparker	5/10/15
	–	Wire	8/12/24
4 Sometimes drops 1 of 3 items	Low	Snapmaw Lens	1
	Very Low	Snapmaw Heart	1
	Extremely Low	Machine Core (Medium)	1
	Very Low	Luminous Braiding	1
5 Sometimes drops 1 of 4 items	Low	Coil (Rare)	1
	Low	Weave (Rare)	1
	Extremely Low	Coil (Very Rare)	1
	Extremely Low	Weave (Very Rare)	1

Hitzone	Stage 1	Result
Head	90	Stagger
Legs Tail	75	Stagger
Body	90	Stagger
	Stage 2	**Result**
Head	–	–
Legs Tail	150	10 sec Knockdown
Body	–	–

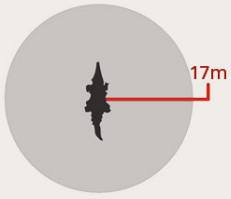


Attacks

Lunging Jaw Bite

Attack Properties

Damage Type	Melee
Primary Damage	180
Secondary Damage	–
Trigger Range	0m – 17m



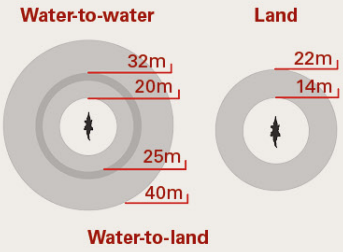


You'll see the Snapmaw lower its head and wag its tail briefly after its eyes flash red. It will then launch itself forward, slamming its body into the ground as it bites with its open jaws. Dodge to either side to avoid this attack, as dodging forwards will often cause you to be hit by the machine's stomach, or by the forward moving bite attack if you attempt to roll backwards.

JUMPING JAW BITE

Attack Properties

Damage Type	Melee
Primary Damage	220
Secondary Damage	–
Trigger Range	14m – 22m



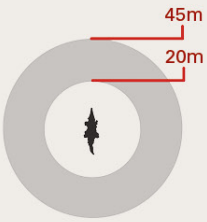


This long range attack has the Snapmaw sail through the air as it crashes down with its body, sliding along the ground and damaging enemies it comes into contact with. Watch for its eyes to flash red and its tail to be raised, and dodge horizontally to avoid this attack. The forward momentum of the slide after the machine crashes into the ground makes it quite dangerous to try and dodge forwards or backwards.

FREEZE BURST

Attack Properties

Damage Type	Freeze
Primary Damage	50
Secondary Damage	30 per second
Trigger Range	20m – 45m





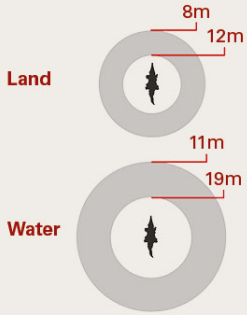
There's no eye flash for this attack, so you'll need to listen for the audio cue and watch for its head to be raised into the air in a stuttering motion. The Snapmaw's mouth will open and it will fire a series of projectile attacks in an arcing manner, like a mortar. These are aimed ahead of you to land at your feet if you continue moving, but they travel slowly and will just catch the tail end of your run if you sprint in a circle around the machine. Dodge in nearly any direction, other than towards the lingering Freeze effect that the projectile creates on the ground.

LUNGE BITE

Attack Properties

Damage Type	Melee
Primary Damage	160
Secondary Damage	–
Trigger Range	8m – 12m*

*11m – 19m when in water





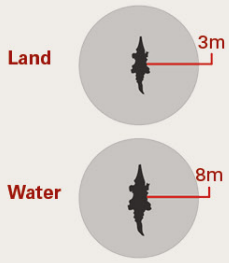
Watch for the Snapmaw's eyes to flash red as it flares its body and tail out to the side. It will then lunge forward with its jaws extended, biting as it comes crashing back into the ground. If the tail is flared out to the left, then the bite will come from right to left, and if its tail is flared out to the right, the bite will come from left to right. As a result, you'll want to dodge in virtually any direction other than moving alongside the movement of the bite.

Snap Bite

Attack Properties

Damage Type	Melee
Primary Damage	160
Secondary Damage	–
Trigger Range	3m – 11m*

*3m – 8m when in water



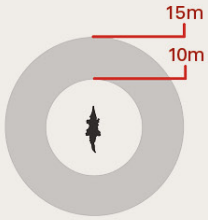


Similar to the Lunge Bite, your notification for this attack is the flash of the Snapmaws eyes. The Snape Bite is used from fairly close range and is quite quick to come out. The machine will move its head out to the side very quickly before extending its body forward slightly and biting. Dodge to either side or through the attack to avoid it.

Tail Strike

Attack Properties

Damage Type	Melee
Primary Damage	180
Secondary Damage	–
Trigger Range	10m – 15m





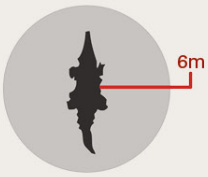


Watch the Snapmaw's eyes and listen for the audio cue to start exactly as it raises its tail into the air. It will then rotate its entire body either clockwise or counter-clockwise, swinging its tail well beyond the center mark. This first swing rotates quite a bit, and causes the Snapmaw to swing its tail back around yet again in a combo attack, bringing its body back to its original direction. Try to sprint away the moment you identify this attack, and be ready to dodge as the tail rotates near you. You'll have to dodge the combo pattern multiple times to match the secondary swing if you're unable to create enough distance between you and the machine.

Spinning Tail Strike

Attack Properties

Damage Type	Melee
Primary Damage	180
Secondary Damage	–
Trigger Range	0m – 6m







Only used when you're up close, the Snapmaw spins 360 degrees on the spot, smashing anything nearby with its tail. Watch for its eyes to flash red before it moves its head down and to the side, beginning its rotation immediately afterwards. You'll want to dodge backwards and away to avoid this attack.

STRATEGY

Recommended Equipment	
Equipment Name	**Ammo Type**
Hunter Bow	Hardpoint Arrow Fire Arrow
Tripcaster	Shock Wire
Trap	Shock Trap
Recommended Skills	
Skill	Concentration, Fast Reload





Your primary objective when fighting the Snapmaw should be destroying the Freeze Sac located on its neck, under its head. Doing so will disable the ranged Freeze Burst, removing its ability to attack you with ranged projectiles, and will also apply the Freeze effect to the otherwise resistant machine.

Before initiating combat with the Snapmaw, try setting up a safe zone by placing Shock Traps or Shock Wires that you can retreat behind. In open combat, the Snapmaw will generally try to close distance, and you can use this behavior to your advantage by leading it into your preparations **[→▢ 1/2]**.

Once stunned, you'll have an opportunity to deal damage to the Freeze Sac. Try to attack from range so that you'll be out of reach of the detonation radius. Upon detonating the Freeze Sac, the Shock effect (if it's still active) will be replaced by the Freeze Effect, allowing the Snapmaw to attack. At this point, you can focus your efforts on dodging the machine's melee attacks and countering with amplified damage to the frozen Snapmaw.

You'll want to aim for either its legs to induce a stagger (letting you attack safely for a short duration), or for the Metal Vessels that appear as dorsal plating along the machine's spine. Hitting these dorsal Components will deal bonus damage on hit, and additional flat damage upon removal **[→▢ 3]**.

If you don't have good visibility of the Freeze Sac, you can focus your attention on its Blaze Canisters instead. Armored variants of the Snapmaw will have a protective covering on the Canisters that will need to be removed before attempting to detonate them with Fire Arrows. Using Tearblast Arrows works quite well for this task, but do be careful not to increase the Tear value through mods too much. Doing so will eventually just remove the Canister entirely, and not just the armor covering it.

When taking a stealthy or exceptionally safe approach to combat, you can fire arrows from tall grass to avoid detection. Detonate one canister and then let the burn duration expire before detonating the second canister. Like this, you should be able to deplete the vast majority – if not entirety – of the machine's health, depending on difficulty level.





ROCKBREAKER

The Rockbreaker is an exceptional and unique enemy that you'll not encounter very often, but will likely leave a lasting impression when you do. They can be rather difficult to fight, as they burrow into the ground, hiding themselves from view. Attack from higher ground when you can, otherwise you'll need to rely on the audio cues to avoid its attacks, making good use of the generally short windows of time in which you're able to counter.

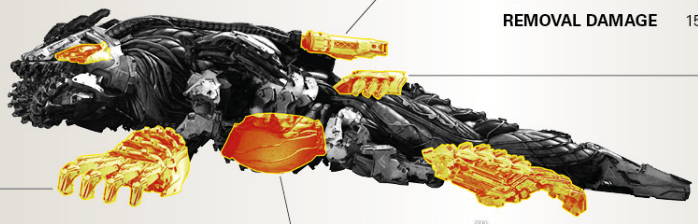
23	Large Acquisition Machine Rockbreaker								34
	3500 HP 2105 XP				5250 HP 9785 XP				
Component Removal	200 XP				300 XP				
Damage Received (%)	-80	+50	0	0	+50	+50	0	-
Severity Build-up (%)	-75	+100	0	0	+100	+100	0	-

ARMOR AND COMPONENTS

In a similar situation to the Thunderjaw, the Rockbreaker's armored variant will be covered in a significant amount of protective plating, but none of it really has an impact on the important Components and targets you'll need to worry about when engaging this machine in combat.



COMPONENTS



RESOURCE CONTAINER (X2)

Drops Resources when removed

HEALTH	200
TEAR	200
REMOVAL DAMAGE	150

EXHAUST PORT

Large damage multipler when hit

HEALTH	–
TEAR	–
REMOVAL DAMAGE	–

DIGGING ARM (X4)

Disables ability to burrow underground when removed

HEALTH	200
TEAR	200
REMOVAL DAMAGE	100

FUEL SAC (X2)

Detonates when hit with Direct Damage or Tear

HEALTH	200
TEAR	300
REMOVAL DAMAGE	100

LOOT

Hitzone	Stage 1	Result
Head	180	Stagger
Legs	120	Stagger
Body	180	Stagger
	Stage 2	**Result**
Head	–	–
Legs	240	12 sec knockdown
Body	–	–



Loot Group		Chance	Name	Amount
1	Always drops 1 of 3 set quantities	–	Metal Shards	95/115/150
2	Always drops this	–	Blaze	12
3	Always drops 1 of 3 items	Medium	Rockbreaker Lens	1
		Low	Rockbreaker Heart	1
		High	Crystal Braiding	1
4	Sometimes drops this	Very Low	Machine Core (Large)	1
5	Always drops 2 items in total. Combination varies	–	Coil (Very Rare)	1
		–	Weave (Very Rare)	1

ATTACKS

SHARK BITE

Attack Properties

Damage Type	Melee
Primary Damage	200
Secondary Damage	–
Trigger Range	–



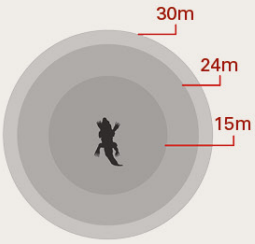


Keep an eye on the rumbling ground effect that will follow you as you run. When it gets close, watch for the effect to stop moving because that signals the start of the attack. Next, you'll see a glowing red light effect in the center of the rumbling ground, following which the Rockbreaker will breach the surface vertically, before sliding back down into the earth. Listen to the audio cue to time your dodge, and roll away from the tremor's epicenter.

Leaping Crush

Attack Properties

Damage Type	Melee
Primary D.	250
Secondary D.	–
Trigger Range	0m – 15m (surface to submerged) 0m – 24m (submerged to surface) 0m – 30m (submerged to submerged)





You'll see the rumbling ground approach you, but it won't remain stationary like the Shark Bite attack. Instead, the Rockbreaker will launch itself high into the air, before it comes crashing down, sliding along the earth. There's not much warning before this attack, but the height at which it jumps gives you a small window of opportunity to dodge to either side before the machine crashes down on you. There is a variation of this attack in which the Rockbreaker dives under the surface instead of sliding along the ground.

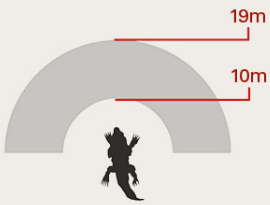




Lunge Crush

Attack Properties

Damage Type	Melee
Primary Damage	200
Secondary Damage	–
Trigger Range	10m – 19m







Watch for the Rockbreaker to arch its back up into the air, and then raise its entire body vertically. It will hop forwards as it comes crashing back to the ground. The attack tracks fairly well, and aims at your anticipated position if moving, or your current location if stationary. Dodge opposite your movement direction, or to either side if standing still. This attack has a variation in which it submerges back underground instead of sliding along the surface.

ROCK VOLCANO

Attack Properties

Damage Type	Explosion
Primary Damage	100
Secondary Damage	150 per rock
Trigger Range	–



The rumbling rock ground effect will come to a halt, and after a short duration the Rockbreaker will emerge from the earth. It's front claws will be resting on the ground, and the machine will pause briefly before tilting its head backwards and spewing rocks high into the air. They will fall back to the ground in the area surrounding the machine. Back away quickly in order to avoid this attack.

ROCK BLAST

Attack Properties

Damage Type	Explosion
Primary Damage	50 per rock
Secondary Damage	–
Trigger Range	0m – 30m





Watch for the Rockbreaker to raise its back, and then lift both of its front claws in sequence. It will then begin to spew rocks from its mouth in your general direction. Their tracking is quite good, regardless of your initial or current positioning, but repeatedly dodging laterally usually allows you to avoid all of the rocks.

JAW SMASH

Attack Properties

Damage Type	Melee
Primary Damage	200
Secondary Damage	–
Trigger Range	0m – 14m





When above ground, watch for the Rockbreaker's eyes to flash red, and its body to pull back, elevating itself slightly. It will then lunge toward you with its head, biting in front of itself. This attack carries the Rockbreaker forward, so you'll find the most success by dodging to the left or right.

Spinning Smash

Attack Properties

Damage Type	Melee
Primary Damage	180
Secondary Damage	–
Trigger Range	0m – 10m





The Rockbreaker's eyes will flash as it raises its head into the air, then turns it to one side as it swings the rest of its body in the same direction. Its tail will follow behind after a very brief period of time. Try to dodge through the attack, or backwards and away.





Strategy

Recommended Equipment

Equipment Name	Ammo Type
Sharpshot Bow	Sharpshot Arrow Tearblast Arrow
Rattler	Metal Bolts Shock Bolts Freeze Bolts
Sling	Shock Bomb Freeze Bomb
Ropecaster	Tie Rope (Heavy)

Recommended Skills

Skill	Concentration, Fast Reload, Triple Shot

Ideally, you want to fight the Rockbreaker from elevated terrain to negate almost all of its melee attacks. The Rockbreaker will burrow underground making it impossible to deal damage to it during this time. Thankfully, you can disable this behavior by removing the four Digging Arms located on each of the machine's appendages with Tearblast Arrows. Use the Rockbreaker's weakness to Freeze against it, applying the status effect with Freeze Arrows from afar, or Freeze Bolts and Freeze Bombs when closer. The Exhaust Port is a non-removable Component on its back that – when hit – greatly increases the damage you deal. This should be your target when attacking, and from above you should almost always have a clear shot at it. Make use of Double or Triple Shot with Precision Arrows in conjunction with Concentration to line up your shots in the easiest and most effective way **[→▭ 1]**. Blast Bombs (or Sticky Bombs once the Rockbreaker's Digging Arms have been removed) can also work well but you may find it difficult to land these from elevation or range.

If elevated terrain is not available, then you'll have to fight this machine the hard way until you can remove its Digging


1

Arms. First and foremost, do your best to stay mobile. Try to run into open space and keep the camera facing backwards to look for the visual effect that shows the position of the Rockbreaker. When the Rockbreaker catches up to you, look for an orange-red flash in the center of the rumbling rocks to signal the Shark Bite attack, and dodge away. You can use this opportunity to get a shot off if you're quick, but the attack you're looking for is the Leaping Crush – its recovery period is your real opportunity to act. If you're quick it's possible to either tie-down or apply Shock to extend your window of opportunity. With a Shadow Ropecaster with no handling mods, you'll have just about enough time to fire the 4 Heavy Tie Ropes that are required to snare the machine before it submerges again. Having even just one decent handling mod will make this process much smoother.

You may find more success applying Shock instead, and Shock Bolts, Shock Arrows, or Shock Bombs all work quite well for this. Shock Bolts from the Rattler are exceptionally strong, given the close proximity yrequired. The build-up of Shock and Tie severity will begin to expire after 6 seconds, so save these until the Rockbreaker is visible for a longer period of time.

Once the Rockbreaker has been incapacitated, you can safely focus your efforts on removing the Digging Arms. Again, Tearblast Arrows are most effective for this purpose, but Hardpoint Arrows are fairly effective as well. You should easily be able to remove at least one set of Digging Arms per incapacitation by focusing on the front and back arms, one side at a time. Once the arms have been removed, you can now focus on dealing damage. It's still recommended that you tie down or shock the Rockbreaker before focusing on dealing damage, just to be as safe as possible. Your best damage option is a Triple Shot using Precision Arrows, aimed directly at the Rockbreaker's Exhaust Ports. Metal Bolts work exceptionally well here too, especially if you don't have the Double Shot or Triple Shot skills. Hardpoint Arrows and Blast Bombs are perfectly fine alternatives, but fall a bit short in terms of damage output when compared to the first two options. Repeat this method a couple of times and you'll quickly find yourself standing over a Rockbreaker carcass.

THE QUICK WAY

If you're feeling particularly confident, you can skip incapacitating the Rockbreaker, and apply Freeze instead. This is the fastest, most efficient way of dealing damage, but it's less safe than attacking while the machine is shocked or tied down. First, make sure you've pre-nocked Triple Shot on your Precision Arrows so they're ready to go immediately upon switching weapons. Next, wait for the Leaping Crush attack, dodge to the side and use Freeze Bolts to apply Freeze as quickly as you can. Once frozen, immediately switch to your Precision Arrows and use Concentration and fire them into the Exhaust Port. This can actually kill the machine outright on the lower difficulties. If the machine survives, nock and fire another set of arrows during Concentration. It's possible to do this all in one go if you're fast enough, and two direct hits with Triple Shot Precision Arrows will be more than enough to kill the Rockbreaker **[→▢ 2]**.


2

Fuel Sacs

It should be noted that you'll also have the option of detonating the two Fuel Sacs located below the Rockbreaker. The explosion depletes a large chunk of the machine's health and causes it to burn, dealing damage even while it's submerged. Due to the location of this Component, you won't have an opportunity to hit it if you're positioned on higher ground. If you do choose this route, you may want to allow the burn effect to run its course before detonating the second Fuel Sac, to maximize your damage output.



Behemoth

A hulking transport machine that patrols the roads in convoys, the Behemoth is a force to be reckoned with. This transport vessel will defend the contents of its cargo container with abandon, employing a series of earth-altering attacks. Utilizing its great bulk, this surprisingly quick machine will try to overwhelm and overrun you.

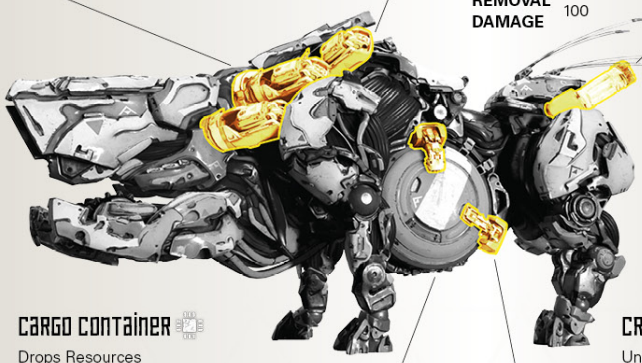
25	Large Transport Machine Behemoth								32
	2700 HP 2785 XP					4050 HP 7400 XP			
Component Removal	300 XP					300 XP			
	🔥	✸	⚡	◎		🔥	✸	⚡	◎
Damage Received (%)	0	0	-80	0		+50	0	-80	-
Severity Build-up (%)	0	0	-75	0		+100	0	-75	-

Armor and Components

Behemoths that appear as armored variants have a significant number of additional plates that cover the machine's otherwise exposed body. Thankfully this won't hinder your view of the Behemoth's important Components, and following the suggested strategy of freezing the beast will let you bypass any damage reductions from armor.



COMPONENTS



FORCE LOADER (X6)

Detonates dealing Tear. Controls lifting attacks

HEALTH	200
TEAR	300
REMOVAL DAMAGE	100

POWER CELL

Detonated by Shock Arrow

HEALTH	200
TEAR	200
REMOVAL DAMAGE	100

FREEZE CANISTER (X2)

Detonated by Freeze Arrows

HEALTH	200
TEAR	200
REMOVAL DAMAGE	100

ANTENNA

Drops Resources when removed

HEALTH	200
TEAR	200
REMOVAL DAMAGE	100

CARGO CONTAINER

Drops Resources when removed

HEALTH	350
TEAR	–
REMOVAL DAMAGE	–

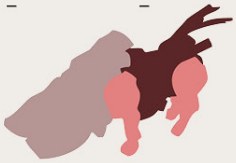
CRATE HOLDERS (X2)

Unhinges Cargo Container when destroyed

HEALTH	80
TEAR	80
REMOVAL DAMAGE	–

LOOT

Hitzone	Stage 1	Result
Head	300	Stagger
Legs	300	Stagger
Body	300	Stagger
	Stage 2	**Result**
Head	–	–
Legs	600	12 sec Knockdown
Body	–	–



Loot Group		Chance	Name	Amount
1	Always drops 1 of 3 set quantities	–	Metal Shards	110/140/180
2	Always drops 1 of 3 items	Medium	Behemoth Lens	1
		Low	Behemoth Heart	1
		High	Crystal Braiding	1
3	Sometimes drops this	Very Low	Machine Core (Large)	1
4	Always drops 2 items in total. Combination varies	–	Coil (Very Rare)	1
		–	Weave (Very Rare)	1





ATTACKS

CHARGE

Attack Properties

Damage Type	Melee
Primary Damage	300
Secondary Damage	–
Trigger Range	22m – 80m





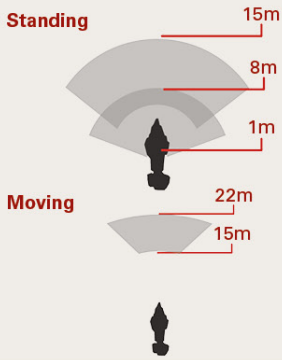


The Behemoth's Charge attack is very similar to those of other machines, especially the Strider, Broadhead and Charger. It will paw at the ground as a warning sign before raising its front legs, and charging forwards. Keep an eye out for the Behemoth's head as well, given that it will swipe at you with it during the charge if you're nearby. The attack will also track your movement slightly, and the sheer size of the machine can make it difficult to avoid. If you respond quickly you should be able to avoid the attack by running in a circle around the Behemoth, otherwise you'll need to time your dodge to avoid not only the charge but the Behemoth's head as well.

QUAKE SMASH

Attack Properties

Damage Type	Melee
Primary Damage	250
Secondary Damage	–
Trigger Range	1m – 15m 15m – 22m







This attack deals massive damage and can be performed while the Behemoth is standing still, or while moving. Visually distinguished by a lightning effect near the Behemoth's mouth, it will rear high in the air onto its back legs before crashing down with its body, sending a shockwave in a narrow cone along the ground. This attack will deal damage not only with the shockwave, but with its body as it slams the ground. The shockwave will also be aimed ahead of you if you're already running, so you'll need to be careful to change your direction to avoid this attack. Otherwise, you'll want to time your dodge early, as it's very easy to be late with your roll, and you'll want to move in a lateral direction to either side.





GRINDING SHRAPNEL BLAST

Attack Properties

Damage Type	Projectile
Primary Damage	35 per hit
Secondary Damage	–
Trigger Range	8m – 25m





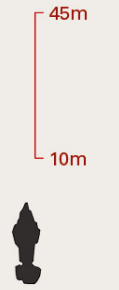


Watch for the Behemoth to rear onto its back legs momentarily. When it plants its front feet back on the ground, it will lower its head to the ground and begin grinding the earth with the rotor blades near its mouth, launching a constant stream of rocks in your direction. This attack isn't aimed ahead of you when running, so you can run steadily in a circle around the machine without being hit.

GRAVITY BOULDER THROW

Attack Properties

Damage Type	Projectile
Primary Damage	250
Secondary Damage	–
Trigger Range	10m – 45m



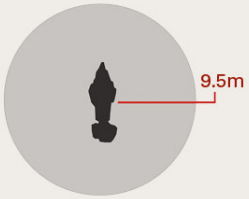


This is another attack in which the Behemoth will rear onto its back legs, with the visual distinction being the levitating rock that appears momentarily in front of the machine. As the Behemoth crashes back to the ground, the rock is sent flying in your direction. Dodge to either side as the rock approaches you to avoid the attack.

GRAVITY PURGE

Attack Properties

Damage Type	Projectile
Primary Damage	200 area
Secondary Damage	150 per rock
Trigger Range	0m – 9.5m







The Gravity Purge is a frequently used lifting attack when you're positioned close to the Behemoth, especially if you're off to its side. You'll see a lightning particle effect in a circular area around the Behemoth as it begins to lift rocks into the air. After a brief delay, it will shoot the rocks outward and deal damage in the immediate area of effect. You'll want to get out of the area as quickly as you can and then stay on your toes as you get ready to dodge the incoming rock projectiles as they are shot outwards. Dodge backwards to get out of the effect range, and through the projectiles once they fire.

STRATEGY

Recommended Equipment

Equipment Name	Ammo Type
Ropecaster	Tie Rope
Hunter Bow	Hardpoint Arrow
Blast Sling	Blast Bomb Sticky Bomb
Rattler	Metal Bolts
War Bow	Freeze Arrow Shock Arrow

Recommended Skills

Skill	Concentration, Fast Reload



The Behemoth is quite a mobile enemy despite its significant size, and it can be difficult to get a clear view of its important Components. Its body is resistant to Shock, so the usual tactic of initiating combat with a stun is not feasible. Consider using the Ropecaster instead to impede its movement, or tie it down entirely for a moment before moving around its body to get a clear view of both the Power Cell and the Freeze Canisters **[→▭ 1]**. Focusing on these two Components first will make it easier to deal with the Force Loaders and Crate Holders afterwards.

If you have access to Hardpoint Arrows and are further away, it's best to detonate the Freeze Canister first and then target the Force Loaders on the top of its head. Damaging the Force Loaders will eventually cause a small explosion, dealing additional Tear damage in a small area of effect (possibly knocking off other Components as well).



At closer ranges, the Rattler is a strong option, because the sheer size of the machine all but ensures that every bolt will hit, allowing you to deal a lot of damage very quickly **[→▭ 2]**. The blast radius of the Force Loaders is fairly large and will stun you and interrupt your actions briefly if it hits, but it won't deal any damage and shouldn't deter you from getting close to the machine. Removing all of the Force Loaders in this manner should deplete the majority of the Behemoth's health.

After the Freeze effect has dissipated, you can use the Ropecaster again to help you detonate either the Power Cell or the remaining Freeze Canister to finish off the machine. Alternatively, if you're only interested in harvesting the materials from the Cargo Container, then you should aim for the two Crate Holders, found on either side of the Behemoth, while it's tied down with the Ropecaster **[→▭ 3]**. Attacking this Component will reduce the duration of the Tie Ropes, but if you're quick you should have enough time to remove both holders on either side of the machine. If not, simply repeat the process as necessary to give you an opportunity harvest the materials from the container once it's detached, and leave safely.





THUNDERJAW

27	Large Combat Machine Thunderjaw	36
	6500 HP 3680 XP	9750 HP 11250 XP
Component Removal	300 XP	300 XP

Damage Received (%)	0	0	-80	0	+50	0	-80	-
Severity Build-up (%)	0	0	-75	0	+100	0	-75	-

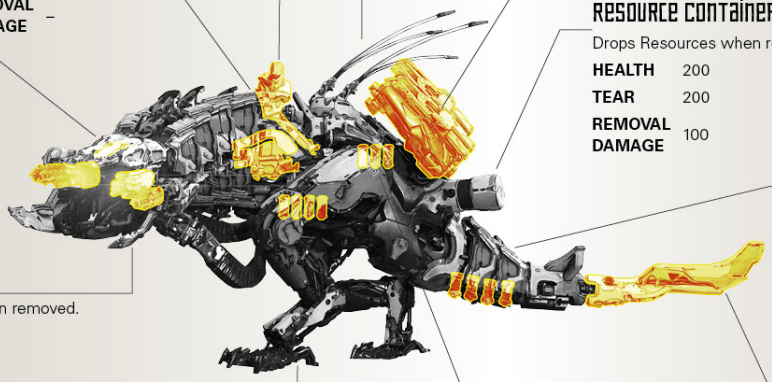
A pinnacle of technological majesty and combat terror, the Thunderjaw is a colossal adversary. Sporting a myriad of powerful attacks, both melee and ranged, you'll want to keep this machine off balance to give yourself some breathing room to act. Disable its most dangerous attacks first, then aim for the machine's heart to conquer it.

ARMOR AND COMPONENTS



Both the normal and armored versions of the Thunderjaw have a protective covering on their hearts, but only the fully-armored version has additional plates covering the group of Freeze Canisters underneath the machine. Your main focus, however, will be the Heart Component, and you can largely ignore the rest of the machine's protective plating.

Components



Radar
Disables Scanning ability when removed.

HEALTH	200
TEAR	300
REMOVAL DAMAGE	100

Heart
Large Damage multiplier when hit

HEALTH	–
TEAR	–
REMOVAL DAMAGE	–

Data Nexus
Large Damage multiplier when hit

HEALTH	–
TEAR	–
REMOVAL DAMAGE	–

Cannon (x2)
Disables Cannon attacks when removed.

HEALTH	200
TEAR	300
REMOVAL DAMAGE	100

Freeze Canister (x8)
Detonated by Freeze Arrows

HEALTH	200
TEAR	200
REMOVAL DAMAGE	100

Antenna
Drops Resources when removed

HEALTH	200
TEAR	200
REMOVAL DAMAGE	100

Disc Launcher (x2)
Disables Launcher attacks when removed. Can be wielded as a weapon

HEALTH	400
TEAR	400*
REMOVAL DAMAGE	150

*This Component has a unique vulnerability to Tearblast Arrows, granting +300% effectiveness of Tear

Resource Container (x2)
Drops Resources when removed

HEALTH	200
TEAR	200
REMOVAL DAMAGE	100

Power Cell (x4)
Detonated by Shock Arrows

HEALTH	200
TEAR	200
REMOVAL DAMAGE	100

Tail
Disables all Tail attacks when removed.

HEALTH	200
TEAR	300
REMOVAL DAMAGE	150

Blaze Canister (x6)
Detonated by Fire Arrows

HEALTH	200
TEAR	200
REMOVAL DAMAGE	100

Loot

Loot Group	Chance	Name	Amount
1 Always drops 1 of 3 set quantities	–	Metal Shards	140/175/265
2 Always drops 1 of 3 items	Medium	Thunderjaw Lens	1
	Low	Thunderjaw Heart	1
	High	Crystal Braiding	1
3 Sometimes drops this	Very Low	Machine Core (Large)	1
4 Always drops 3 items in total. Combination varies	–	Coil (Very Rare)	1
	–	Weave (Very Rare)	1

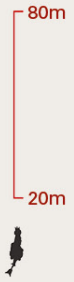
Hitzone	Stage 1	Result
Head	180	Stagger
Body	300	Stagger
Right Leg	180	Stagger
Left Leg	180	Stagger
Tail	180	Stagger
Heart	120	Stagger
	Stage 2	**Result**
Head	360	–
Body	600	Stagger
Right Leg	360	12 sec knockdown
Left Leg	360	12 sec knockdown
Tail	–	–
Heart	600	Stagger



CHARGE

Attack Properties

Damage Type	Melee
Primary Damage	275
Secondary Damage	–
Trigger Range	20m – 80m



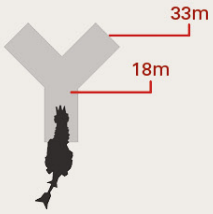


Watch for the Thunderjaw to open its lower jaw, flaring both parts out to the side. You'll see its eyes flash red as it begins to charge towards you. The machine will hold its head low to the ground as it charges, using its jaw as a large plow. The tracking of this attack isn't great, but the sheer size of the machine and the width of the attack area can make this quite difficult to avoid, especially up close. It's best to dodge to either side, but it is possible to dodge forward, through the attack – if you choose to do so, be mindful of its legs as you can still be hit by them as it runs past. The Dodge Prowess Skill can make evading this attack a lot easier, since you're able to cover more ground with your roll.

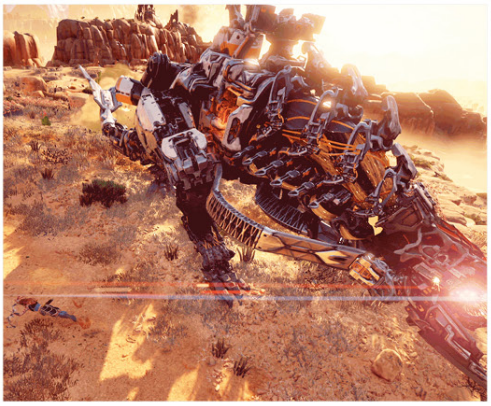
RUSHING BITE ATTACK

Attack Properties

Damage Type	Melee
Primary Damage	250
Secondary Damage	–
Trigger Range	18m – 33m





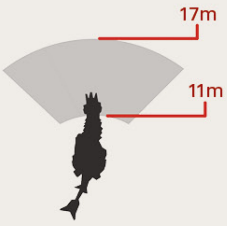


Watch for the Thunderjaw to take a small step with each of its legs, as it pulls its head back and to the side. Very quickly after doing this, the machine will lunge forward at you, swiping with its head and biting at anything nearby. Dodging backwards or through the attack itself is ideal, but given the machine's gargantuan size, doing so without proper timing can still be exceptionally risky. Watch this attack closely and be ready to dodge just as the attack starts to close in on you.

BITE ATTACK

Attack Properties

Damage Type	Melee
Primary Damage	250
Secondary Damage	–
Trigger Range	11m – 17m





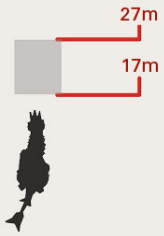


This attack from the Thunderjaw comes out surprisingly quickly. You can see that an attack is coming by waiting and watching for the machine's eyes to turn red. There will be a short delay between when that happens and when the Thunderjaw lunges forward and bites, but there is very little time from when the biting movement starts and when the attack reaches you. You'll want to dodge backwards or through the attack, while using the audio cue to help you time your roll appropriately.

Tail Swipe

Attack Properties

Damage Type	Melee
Primary Damage	300
Secondary Damage	–
Trigger Range	17m – 27m



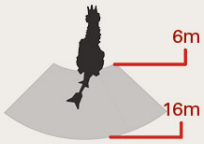


Again, watch for the Thunderjaw to open its lower jaw wide, but with this attack it also raises one leg into the air at the same time. It will step forwards with its raised leg, and then quickly rotate around until facing away from you. This causes the tail to swing violently, covering a massive amount of terrain. You'll need to be precise about your roll timing here, as there's not much safe area for you to reach once this attack begins.

Tail Slam

Attack Properties

Damage Type	Melee
Primary Damage	300
Secondary Damage	–
Trigger Range	6m – 16m





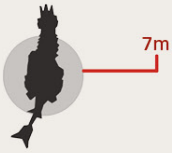


This attack is used when you're standing behind the Thunderjaw and are located under its tail. It will pause for a moment as it raises its tail up into the air slightly before quickly slamming it down into the ground, smashing anything nearby. This attack deals a significant amount of damage and is one you'll want to avoid either by opting to avoid standing in the attacks trigger area, or by removing the Tail Component entirely. Your best bet to avoid this attack will be dodging laterally to either side, rather than forwards or backwards.

Foot Stomp

Attack Properties

Damage Type	Melee
Primary Damage	290
Secondary Damage	50
Trigger Range	0m – 7m







You'll only see this attack when you're standing almost directly underneath the Thunderjaw, making it hard to rely on the eye flash to notice it beginning. Listen for a distinct audio cue and watch for one of its legs begin to rise. The Thunderjaw will deal damage to anything coming into direct contact with its leg, as well as additional damage in a small area as a shockwave is created at the impact site. Quickly roll away from the leg that's being raised, towards the leg that is stationary.

DISC LAUNCHER – HOMING

Attack Properties

Damage Type	Explosion
Primary Damage	130
Secondary Damage	–
Trigger Range	20m – 80m





This attack will fire small, disc shaped objects into the air without any prior warning. Your window to react is the time it takes for these hovering discs to draw a whitish blue targeting beam towards the ground, indicating where an explosion will take place after a brief delay. If you stay on the move and circle around the Thunderjaw you should find quite a bit of success in dodging this attack. The Homing variation of this attack has two discs shining a laser that tracks your location, and detonates after a short duration. It can be disabled entirely by removing the Disc Launcher, which can be picked up and wielded as a Heavy Weapon.

DISC LAUNCHER – BARRAGE

Attack Properties

Damage Type	Explosion
Primary Damage	130
Secondary Damage	–
Trigger Range	20m – 80m





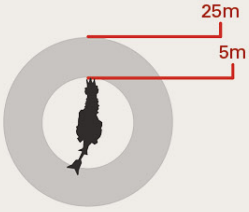


This attack is very similar to the Homing variant, launching discs into the air that target your location with lasers. Instead of launching two discs that track your movement, this variation launches up to 12 discs which each project their laser to your location in a barrage, one after the other. These lasers do not track your position, however, and are relatively easy to avoid so long as you continue to sprint or dodge away.

DISC LAUNCHER – 360 ATTACK

Attack Properties

Damage Type	Explosion
Primary Damage	130
Secondary Damage	–
Trigger Range	5m – 25m





The 360 version of the Disc Launcher attacks causes a group of discs to fly into the air, causing a circular pattern to levitate around the Thunderjaw. Each disc projects an unmoving laser beam towards the ground, exploding shortly afterwards, creating a barrier of explosions in a ring around the machine's body. Because the lasers do not move, you should have ample opportunity to get out of the way by sprinting or dodging backwards, away from the targeted location.

Cannon Burst – Lead Up

Attack Properties

Damage Type	Projectile
Primary Damage	60 per hit
Secondary Damage	—
Trigger Range	20m – 80m





Watch for the cannons on either side of the Thunderjaw's head to glow bright blue with a circular halo effect. You'll hear what sounds like a mechanical device spinning up, just before a barrage of bullets are let loose from the cannon's barrels. The shots travel in a straight line, but the Thunderjaw will rotate its head to cause the cannons to fire their bullets in a sweeping arc. The movement of this sweep is relatively quick, so even if you're already sprinting and the bullets start from behind you, you won't be able to escape in time. Instead, you'll have to dodge with precise timing, made easiest by dodging directly through the attack itself.

Cannon Burst – Side to Side

Attack Properties

Damage Type	Projectile
Primary Damage	60 per hit
Secondary Damage	–
Trigger Range	20m – 80m





An almost identical attack to the previous Cannon Burst attack, this variation differs in its movement pattern. As opposed to slowly sweeping from one side to the other towards the Thunderjaw's target, this attack will fire in a spread pattern that moves back and forth in front of the Machine. Time your dodges well and look to roll through the attack itself, rolling back and forth to match the movement of the cannon fire.

Laser Sweep

Attack Properties

Damage Type	Laster
Primary Damage	200 per hit
Secondary Damage	130 per second
Trigger Range	25m – 60m





This attack is signified by a very distinct audio cue, which is common to the Scrapper as well. You'll see a large, swirling orange glow originating from the Thunderjaw's head that coalesces into a condensed sphere, before being redirected into a fan of nine distinct laser beams pointed at the ground. The Thunderjaw will then raise its head, as the laser beams travel across the ground. This attack deals an enormous amount of damage and must be avoided at all costs. Immediately begin repeatedly rolling in a direction that faces perpendicular to the center beam when you see the energy start to build up.

STRATEGY

Recommended Equipment	
Equipment Name	**Ammo Type**
Ropecaster	Tie Rope (Heavy)
Sharpshot Bow	Tearblast Arrows Precision Arrows
Sling	Freeze Bomb
War Bow	Freeze Arrow
Recommended Skills	
Skill	Concentration, Fast Reload, Triple Shot



The Ropecaster can almost be considered a requirement when fighting the Thunderjaw owing to its tremendous effectiveness against this enemy. The key dangers – aside from the Thunderjaw's sheer damage output – are the Disc Launchers located on the upper part of its legs, the Cannons located on either side of its mouth, and its Tail. All three of these Components can be removed, disabling their corresponding attacks entirely.

Start by aiming Tearblast Arrows at the Disc Launchers to remove them as quickly as possible. Given the size of the Thunderjaw, and the high visibility of these Components from nearly any angle, you should be able to remove both before the Thunderjaw has even been alerted to your presence **[→▭ 1]**.

Now you have two options; continue to remove Components (specifically the cannons on either side of its head) via Tearblast Arrows, or begin the onslaught of Tie Ropes. We recommend removing the cannons first, as you'll often find the Thunderjaw attacking you with them while you apply Tie Ropes. Your goal should be to apply the four Heavy Tie Ropes that are necessary to bring down the Thunderjaw.

Once the beast is down, remove the cannons if you've not done so already, followed by the tail and the protective armor plates covering the Heart. It's unlikely that you'll



remove all of these Components in one go, so re-apply Tie Ropes as necessary when the Thunderjaw recovers. Be particularly mindful of its Rushing Bite attack when it gets back up, as this is the attack it will most commonly use and can be quite difficult to avoid if you're in the middle of shooting another Tie Rope.

Once all Components have been removed, use your next tie window as an opportunity to launch Freeze Bombs or Freeze Arrows into the machine's body to apply Freeze. Next, while the Thunderjaw is frozen and tied down, nock as many Precision Arrows as your Skills allow, and loose them into the machine's Heart **[→▭ 2]**. You'll likely only get one direct hit into the Heart before the Tie Ropes break, which is why making use of the Double/Triple Shots Skills and Precisions Arrows is a better option than Hardpoint Arrows.

Upon damaging the Heart, the ropes holding the machine down will break, so you'll immediately need to begin reapplying them again to stop it from attacking **[→▭ 3]**. Repeat the process of shooting its Heart with Precision Arrows while the Thunderjaw is frozen and tied down until the beast has been defeated.





STORMBIRD

One of only two machines capable of flight, the Stormbird can pose a couple of fairly unique challenges. The first is simply creating good opportunities to deal damage given the difficulty in hitting an airborne target. The second stems from a lack of exploitable weakpoints or vulnerabilities, which can cause the fight to last much longer in comparison to other similarly strong machines.

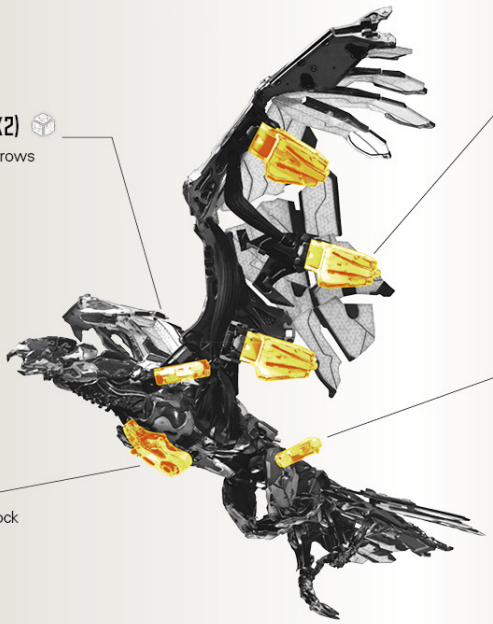
27	Large Combat Machine Stormbird								40
	5000 HP 3680 XP				7500 HP 11250 XP				
Component Removal	300 XP				300 XP				
Damage Received (%)	0	0	-	0	+50	0	-	-	
Severity Build-up (%)	0	0	-	0	+100	0	-	-	

ARMOR AND COMPONENTS

The important Components of the Stormbird will be covered by plating on the armored variants of this machine. It can at times be troublesome to deal with, but take it slow and remove these armor plates first before continuing on with your strategy tactics.



COMPONENTS



FREEZE CANISTER (X2)

Detonated by Freeze Arrows

HEALTH	200
TEAR	200
REMOVAL DAMAGE	100

ENGINE (X6)

Disables Carpet Bomb and Dive Bomb attack when removed

HEALTH	200
TEAR	300
REMOVAL DAMAGE	100

BLAZE CANISTER (X2)

Detonated by Fire Arrows

HEALTH	200
TEAR	200
REMOVAL DAMAGE	100

LIGHTNING GUN

Detonates dealing Shock. Disables Shock attacks and enhancements

HEALTH	1500
TEAR	800
REMOVAL DAMAGE	600

LOOT

Hitzone	Stage 1	Result
Head	180	Stagger
Body, Legs and Tail	240	Stagger
Wings	240	Stagger
	Stage 2	**Result**
Head	–	–
Body, Legs and Tail	480	12 sec Knockdown
Wings	–	–



Loot Group		Chance	Name	Amount
1	Always drops 1 of 3 set quantities	–	Metal Shards	120/155/215
2	Always drops 1 of 3 items	Medium	Stormbird Lens	1
		Low	Stormbird Heart	1
		High	Crystal Braiding	1
3	Sometimes drops this	Very Low	Machine Core (Large)	1
4	Always drops 3 items in total. Combination varies	–	Coil (Very Rare)	1
		–	Weave (Very Rare)	1





THUNDER BOMB RUN

Attack Properties

Damage Type	Shock
Primary Damage	250
Secondary Damage	20 per second
Trigger Range	0m – 100m





Like the Glinthawk, the Stormbird will drop a series of lightning bombs in a line. These leave behind a lingering shock effect that deals damage on contact. Move in a direction perpendicular to that of the Stormbird to avoid this attack.





SHOCK BLAST

Attack Properties

Damage Type	Shock
Primary Damage	250
Secondary Damage	20 per second
Trigger Range	15m – 100m







While the Stormbird hovers in the air, you'll notice a lightning particle effect begin to appear on the machine's chest. It will charge this for a moment and then release it at you. The projectile is aimed to land in anticipation of your movement; ahead of you if you're moving, or at your feet if stationary. If you were moving when the attack started, change your facing direction and roll away from the attack. If you were stationary, dodge to either side. The projectile also leaves lightning on the ground that deals damage on contact.

SHOCK BURST

Attack Properties

Damage Type	Shock
Primary Damage	175
Secondary Damage	–
Trigger Range	15m – 60m





Similar to the heavy shot, this attack is used while the Stormbird is hovering in the air. It also has a blue particle affect, but it's much smaller and charges quicker. It will launch a series of projectiles, again aimed to land in anticipation of your moment, so dodge accordingly. These will leave a lightning effect on the ground that deals damage when touched.

THUNDER RUSH

Attack Properties

Damage Type	Shock
Primary Damage	360
Secondary Damage	–
Trigger Range	15m – 40m





When the Stormbird is standing on the ground, it will raise its wings back and high into the air as a blue sphere of lightning envelops it. It will then begin to walk forward, dealing damage if you are caught in the effect. Run or dodge away from the machine, and try to create a safe distance between you and the Stormbird.





Hurricane Blast

Attack Properties

Damage Type	Melee
Primary Damage	150
Secondary Damage	–
Trigger Range	10m – 25m





When the Stormbird is standing on the ground, watch for it to slowly flap its wings once and then pull them back briefly, sounding like a turbine spinning up. On the second flap of its wings, it will shoot a projectile gust of wind at your direction. This attack is linear, and you'll want to dodge to either side as the wings complete their second flap.

Take Off

Attack Properties

Damage Type	Melee
Primary Damage	150
Secondary Damage	–
Trigger Range	–



As the Stormbird flaps its wings to create enough lift to initiate flight, a large gust of wind will deal damage in a wide area surrounding the machine. Watch for it to flare its wings outward before performing a hopping motion and becoming airborne. You'll want to back away from the Stormbird as quickly as you can either by sprinting or rolling away to avoid this attack.



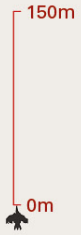


THUNDER CLASH

Attack Properties

Damage Type	Melee / Shock
Primary Damage	450 / 250*
Secondary Damage	–
Trigger Range	0m – 150m

*Deals reduced damage if the Lightning Gun Component has been destroyed.







This attack is only performed while the Stormbird is already airborne. It will fly to a much higher altitude before turning towards the ground, building up tremendous speed as it plummets back to earth. It will deal a massive amount of Melee and Shock damage upon crashing into the ground. Try to move in a horizontal direction; timing your dodge just a moment before the Stormbird makes contact with the earth.

QUICK LAND

Attack Properties

Damage Type	Shock
Primary Damage	220
Secondary Damage	–
Trigger Range	0m – 8m



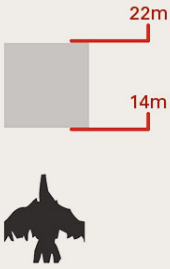


Be mindful of your positioning when below a hovering Stormbird. If you travel directly below it you may cause the Machine to drop directly downwards, dealing damage in an area surrounding its landing site. First and foremost, avoid putting yourself in a position to trigger this attack, but if it is unavoidable you'll want to try dodging backwards away from the attack as quickly as possible.

TAIL LASH

Attack Properties

Damage Type	Melee / Shock
Primary Damage	300
Secondary Damage	–
Trigger Range	14m – 22m





This attack is first indicated by a red flash of the machine's eyes. After that, it will tilt its head to the side as it raises its tail and backside high into the air, then rotate its body around quickly, swinging its tail. This attack deals a combined damage of both Melee and Shock, and the shock portion of damage can be removed entirely if the Lightning Gun Component has been destroyed.The attack will travel starting from the side opposite to which its head was tilted. Try to dodge through the attack to avoid damage.

Jumping Claw Smash

Attack Properties

Damage Type	Melee
Primary Damage	180
Secondary Damage	–
Trigger Range	15m – 31m





The Stormbird's eyes flash red as it uses its wings to hop into the air, kicking with its feet as it comes back to the ground, and taking another small hop upon landing. The tracking on this attack is poor, so as long as you begin to move away to either side early, you should be able to avoid damage.

Beak Smash

Attack Properties

Damage Type	Melee / Shock
Primary Damage	180
Secondary Damage	50
Trigger Range	8m – 24m



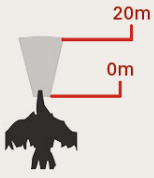


After flashing its eyes, the Stormbird will hop into the air before crashing back down with its beak, pecking at the ground. The initial impact will deal melee damage, while the secondary explosion deals Shock damage. This attack doesn't cover much distance, so you should be able to consistently run backwards out of the way unless you were very close when it started. In that case, dodge to either side to try to avoid the attack.

Screech Blast

Attack Properties

Damage Type	Sonic
Primary Damage	–
Secondary Damage	–
Trigger Range	0m – 20m





Listen for what sounds like a falcon call as the Stormbird pulls back its wings almost to a point where they touch together behind its back. The Machine will then very quickly send a sonic projectile attack forwards, with a visual texture that looks like ripples in water. The projectile is linear and does not track your moment, so dodge to either side to avoid it.

STRATEGY

Recommended Equipment	
Equipment Name	**Ammo Type**
Sharpshot Bow	Tearblast Arrow Precision Arrow
Hunter Bow	Hardpoint Arrow Fire Arrow
War Bow	Freeze Arrow
Ropecaster	Tie Rope (Heavy)
Resist Shock Potion	–
Recommended Skills	
Skill	Concentration, Fast Reload, Triple Shot



One of the biggest dangers of the Stormbird is its many different Shock-based attacks, all of which are controlled by the Machine's Lightning Gun Component. Tearblast Arrows aimed center mass on the Stormbird work wonders in dealing with this Component – it can be removed entirely with only a handful of direct hits. Consider using Resist Shock potions as well as an Oseram Sparkworker Outfit to reduce the damage you take before you're able to destroy the Lightning Gun. Removing it disables most of the machine's dangerous attacks and forces it to get much closer to you when attacking. This second point is important, because it makes fighting back against the Stormbird much easier, providing a closer target that's easier to hit.

When the machine gets close, hit it with Tie Ropes, ideally from the Shadow Ropecaster (4-5 ropes are sufficient to tie it down). The Tie Ropes will often induce a mild stagger on hit, so you can be rather aggressive here. Be mindful of the Stormbird's eyes – watch for them to flash red to indicate that a melee attack is incoming. Once it's tied down, either apply Freeze or circle around to its backside for a clear view of the two Blaze Canisters. These Canisters are armored on their front side, but are unarmored from the backside, so you can detonate them without first having to remove



the armor plating **[→▢ 1]**. Detonate both Canisters at once for the initial bonus damage, or detonate them in sequence and let the burn duration expire to maximize your damage output.

The other option (which is to apply Freeze) can in some cases be both safer and faster, so it's certainly worth the consideration. There are two Freeze Canisters located where the Stormbird's shoulders would be; detonating them with Freeze Arrows will apply Freeze while dealing a decent chunk of damage **[→▢ 2]**. This detonation will break the first Tie Ropes, but you can reapply them once the machine recovers. You can even sneak in a few shots with Precision Arrows or Hardpoint Arrows aimed at the Stormbird's eyes before tying it down again. Once it's both frozen and tied down, fire as many nocked arrows as possible into the machine's eye. By tying the Stormbird down while it's frozen, you have the safest and easiest opportunity to deal damage; otherwise it's incredibly hard to hit the small eye Component. A direct hit – especially if you're using Triple Shot with Precision Arrows – will deal massive damage **[→▢ 3]**. Repeat this process until the machine has been defeated.





DEATHBRINGER

A mechanical embodiment of destruction, the Deathbringer represents the pinnacle of ancient engineering. You'll encounter slightly different versions of this enemy as part of the game's various quests, where it will pose as a serious barrier to your progress. Thankfully for you, there are a few useful tricks that will greatly increase your success when engaging this monstrosity.

HIT ZONES

The Deathbringer is a rather unique enemy, and its Hit Reactions and Severity Thresholds are no exception. Specifically, the Deathbringer is incapable of being staggered by non-explosive hits to the body. Only by destroying the machine's Stabilizers or various parts of its cooling system will you cause it to stagger or be knocked down, and dealing explosive damage to the Deathbringer's body can only ever induce a stagger, not a knockdown. The final encounter with the HADES variant will stagger upon reaching a 200 explosive damage threshold, while all other Deathbringer variants will stagger after sustaining 400 explosive damage. Additionally, the elemental thresholds are unique as well, and are outlined in the chart below:

Large Ancient War Machine
Deathbringer (Maker's End) — 14

– HP		1000 HP
– XP		600 XP
Component Removal	– XP	50 XP

Large Ancient War Machine
Deathbringer (The Grave-Hoard) — 18

– HP		4000 HP
– XP		1050 XP
Component Removal	– XP	100 XP

Large Ancient War Machine
Deathbringer (The Heart of the Nora) — 25

– HP		3000 HP
– XP		2785 XP
Component Removal	– XP	300 XP

Large Ancient War Machine
Deathbringer (The Face of Extinction) — 30

– HP		4000 / 12000* HP
– XP		3680 / 5595* XP
Component Removal	– XP	300 XP

Damage Received (%)	0	0	0	0	+50	0	0	0
Severity Build-up (%)	0	0	0	0	0	0	0	0

*Applies only to final encounter with the HADES Deathbringer

Fixed Components

Core
400% damage multiplier when hit

HEALTH –
TEAR –
REMOVAL DAMAGE –

Heat Vents (X5)
Exposes Cooling Rods during Overheat if 2 or more are destroyed

HEALTH 60 / 120*
TEAR –
REMOVAL DAMAGE –

*Applies only to the Deathbringer during the Main Quest 'The Face of Extinction'



Cooling Rods (X6)
Exposes Core during Overheat if 2 or more are destroyed

HEALTH 100 / 180*
TEAR –
REMOVAL DAMAGE –

*Applies only to the Deathbringer during the Main Quest 'The Face of Extinction'

Stabilizer (X6)
Causes knockdown when destroyed, exposing applicable Cooling Systems. Exposes Core during knockdown if 4 or more are destroyed.

HEALTH 60 / 90*
TEAR –
REMOVAL DAMAGE –

*Applies only to the Deathbringer during the Main Quest 'The Face of Extinction'

Elemental Thresholds

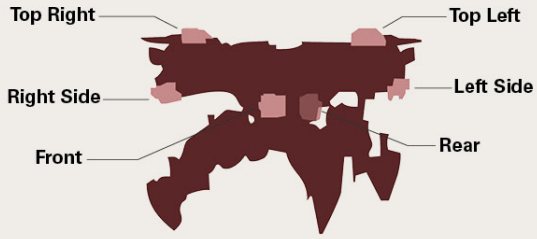
Damage Type	Elemental Severity	Result	Duration
Fire	250 / 500*	18 damage per second	20 sec
Freeze	400 / 800*	+200% damage multiplier	15 sec
Shock	325 / 650*	Stuns Deathbringer exposing Stabilizers and Cooling Systems	8 sec / 6 sec*
Corruption	–	–	–

*Applies only to the Deathbringer during the Main Quest 'The Face of Extinction'

Damage Reductions	
Projectiles	-90%
Melee	-90%
Explosions	-70%
Fire	-50%

Weapons (Disabled when removed)	Health	Tear
Flame Thrower	400	400
Grenade Launcher	600	600
Gun Turret*	350 / 850**	350 / 850**
Heavy Cannon Turret	2500	2500
Swarm Launcher	1500	1500
Repeater Cannon Turret	900	900

*Can be retrieved and wielded
** Applies only to the Deathbringer during the Main Quest 'The Face of Extinction'



Another unique property of the Deathbringer is the fact that its body is inherently armored despite its lack of the typical sort of armor plating found on nearly every other machine. Damage dealt to the Deathbringer is significantly reduced unless you are attacking its various Components, so precision is key when dealing with this tough opponent.

Different variants of the Deathbringer that you will encounter throughout the game carry some combination of the Components listed below, but none of these variants come equipped with all Components at once. Weaponized Components can be found in specific locations on the Deathbringer's body as outlined in the table here.

Quest Appearance	Top Left	Top Right	Left Side	Right Side	Front	Rear
Maker's End	–	–	Repeater Cannon	Repeater Cannon	Flamethrower	Gun Turret
The Gravehoard	–	Swarm Launcher	Flamethrower	Flamethrower	Gun Turret	–
To Curse the Darkness (ver. 1)	–	–	Repeater Cannon	Repeater Cannon	Gun Turret	–
To Curse the Darkness (ver. 2)	Swarm Launcher	Swarm Launcher	Flamethrower	Flamethrower	Gun Turret	–
The Heart of the Nora	–	–	Repeater Cannon	Repeater Cannon	Flamethrower	–
The Face of Extinction	Swarm Launcher	Swarm Launcher	Flamethrower	Flamethrower	Gun Turret	Gun Turret
The Face of Extinction (HADES)	Heavy Cannon	Heavy Cannon	Gun Turret	Gun Turret	Grenade Launcher	Gun Turret





LOOT

Loot Group		Chance	Name	Amount
1	Always drops 1 of 3 set quantities	–	Metal Shards	155/200/350
2	Always drops this	–	Metalburn	10
3	Always drops 1 of 3 items	Medium	Deathbringer Lens	1
		Low	Deathbringer Heart	1
		High	Crystal Braiding	1
4	Sometimes drops this	Very Low	Machine Core (Large)	1
5	Always drops 3 items in total. Combination varies	–	Coil (Very Rare)	1
		–	Weave (Very Rare)	1

ATTACKS

FOOT STOMP

Attack Properties

Damage Type	Melee
Primary Damage	200
Secondary Damage	160
Trigger Range	9m







This attack is typically only used when up close. Watch for three of the machine's six legs to rise into the air, crashing down immediately after rods extend from the bottom of these elevated legs. Damage is dealt immediately upon contact with the Deathbringer itself, otherwise a secondary shockwave will be sent out dealing damage in a small area. Use this animation as your dodge timing, rolling directly away from the machine.

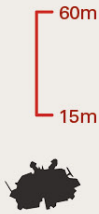




REPEATER CANNON BURST

Attack Properties

Damage Type	Explosion
Primary Damage	40 per hit
Secondary Damage	–
Trigger Range	15m – 60m





The Deathbringer will hunch down and expose its Stabilizers with an accompanying audio cue is sounded prior to firing this cannon. It doesn't track too well, and the shots will land on the ground a couple of body lengths from you before tracking closer to your positioning. Dodge laterally through the bullets to avoid taking damage.

FLAMETHROWER BURST

Attack Properties

Damage Type	Fire
Primary Damage	60 per second
Secondary Damage	–
Trigger Range	0m – 20m







You'll see a small flame emerge from the tip of this weapon before it begins to spout fire. The area of effect is massive, and it's difficult to avoid taking damage once this Component begins to shoot flames. Resist Fire potions help immensely here; otherwise your best bet it to simply back away as quickly and as far as you can.

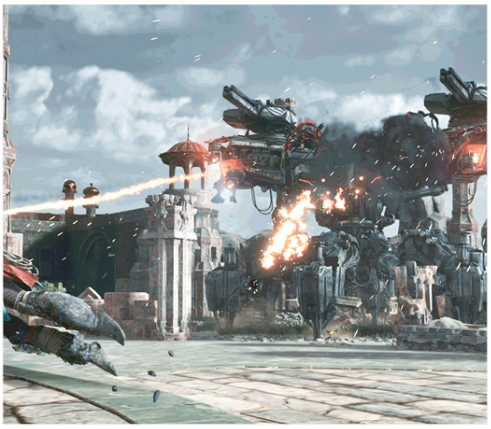
Grenade Launcher Shot

Attack Properties

Damage Type	Fire
Primary Damage	60
Secondary Damage	25 per second
Trigger Range	10m – 30m







Like the Flamethrower Burst, the Grenade Launcher Shot can be identified in advance by a fire effect spouting from the Component. After a short delay it will let loose a few fiery grenades, leaving a flame effect on the ground that deals damage on contact. These shots aren't aimed ahead of you when moving, so running in a circle around the Deathbringer dodging as necessary is the ideal way to avoid this attack.

Swarm Missile Burst

Attack Properties

Damage Type	Explosion
Primary Damage	100 / 145*
Secondary Damage	–
Trigger Range	25m – 100m

*Only applies to Deathbringer variants during The Face of Extinction quest







Look for the Deathbringer to widen its stance (exposing its Stabilizer Components), but unlike other heavy attacks, this one lacks the flames spouting from the back of the machine. Instead, you'll see a glowing light on the Swarm Launcher, which will then fire a volley of three explosive projectiles. Move sideways to avoid this attack.

Rocket Salvo

Attack Properties

Damage Type	Explosion
Primary Damage	50
Secondary Damage	–
Trigger Range	12m – 100m







The two rocket pods located on either side of the machine's front will begin to glow red before firing a series of missiles at you. These travel in very straight lines, and can mostly be avoided by simply running in a circle around the Deathbringer.

ROCKET BARRAGE

Attack Properties

Damage Type	Explosion
Primary Damage	50
Secondary Damage	–
Trigger Range	12m – 100m









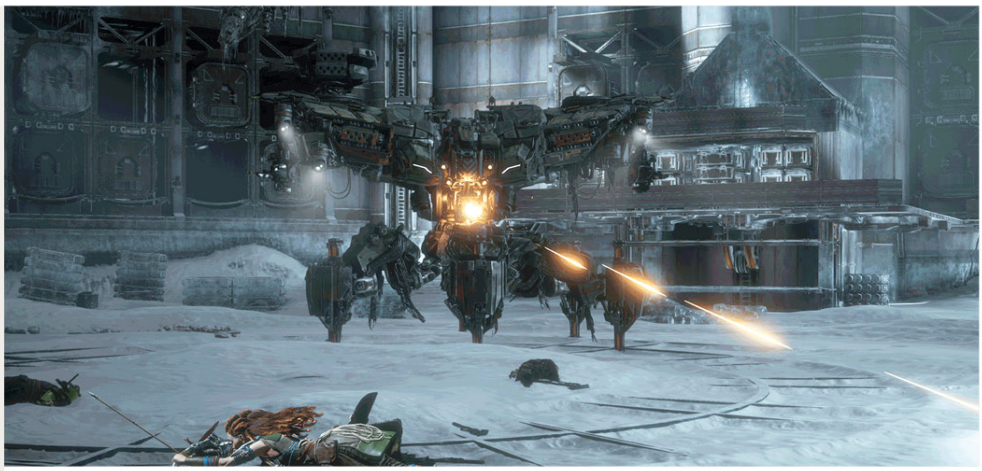
Like the Rocket Salvo attack, the two rockets pods located on either side of the Deathbringer will begin to glow red. Additionally, the machine will spread its legs to widen its stance, lowering itself and exposing the Stabilizers. Next, the Deathbringer will loose all of its missiles at the same time, rather than in sequence. These still travel in straight lines but the spread is much wider. Try to dodge laterally to either side as quickly as possible to avoid this attack.

GUN TURRET BURST

Attack Properties

Damage Type	Projectile
Primary Damage	45 per hit
Secondary Damage	–
Trigger Range	5m – 80m





This is yet another attack that gives very little in the way of warning. Instead, it begins shooting at a target a few body lengths away from you, closing in as time progresses giving you a short window of time to react. The Deathbringer will fire shots until the projectiles have passed through you, so you'll want to roll into and through the attack to minimize the time you spend near the bullet hitboxes and avoid taking damage.



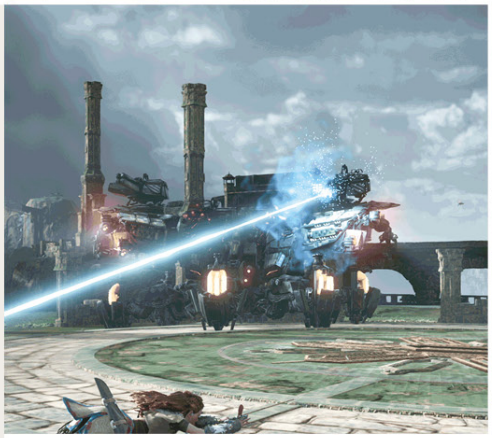


Heavy Cannon Shot

Attack Properties

Damage Type	Explosion
Primary Damage	200
Secondary Damage	–
Trigger Range	20m – 100m







The Deathbringer lowers itself slightly to the ground (exposing the Stabilizers) and a blue laser emerges from the Heavy Cannon Turret, accompanied by a distinct audio cue. When the laser comes into contact with you, a heavy round will be launched, dealing damage to a large area. Run through the laser beam to trigger this shot, traveling against the direction the beam is moving so that you run towards and through it. Dodge just after you do so to avoid taking damage.

Strategy

Recommended Equipment

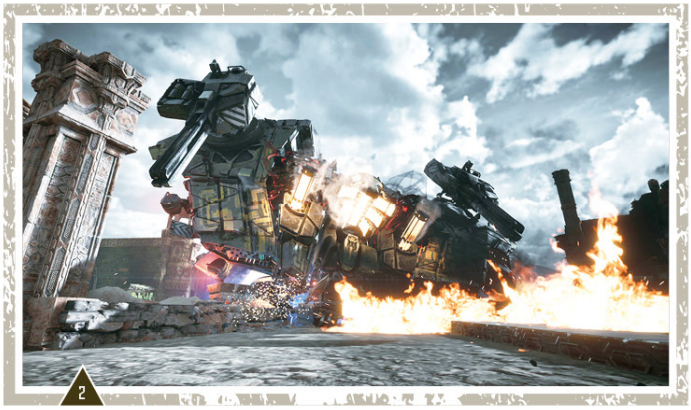
Equipment Name	Ammo Type
Hunter Bow	Hardpoint Arrow
Sharpshot Bow	Precision Arrow
Oseram Arrow Breaker Armor	–
Shield Weaver Armor	–

Recommended Skills

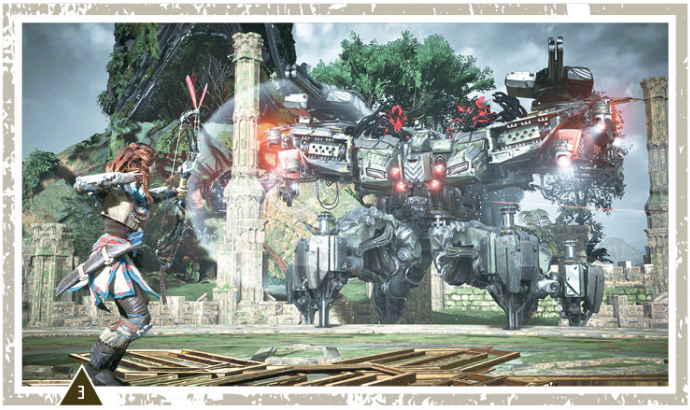
Skill	Concentration, Triple Shot, Fast Reload


1

The Deathbringer is an exceptionally challenging enemy that has a wide array of attack options available to use against you, depending on the particular variant you're fighting. You'll only see these enemies as part of the game's Main Quests, so you won't need to worry about encountering one in the open world.


2

First and foremost, remember that – like the Corruptor – the Deathbringer is affected by the Overheat mechanic, which will be integral to our strategy. The Deathbringer will incur Overheat severity while it is afflicted by Burn, and will receive extra Overheat severity as it is hit by Fire Arrows specifically. When this effect triggers, a set of Heat Vents will first be exposed, and if two or more Heat Vents have been destroyed, then subsequent Overheat applications will also expose the Cooling Rods. Destroying these Components will cause the Deathbringer to accumulate constant, passive increases to its Overheat severity once specific amounts of these Components have been dealt with. Destroying all Heat Vents and Cooling Rods will cause the Deathbringer to suffer substantial amounts of passive severity, and to a lesser extent the machine will also experience severity build-up once all six Stabilizers have been



3



5



4

destroyed. A Deathbringer will stagger when attempting to use its Heavy Weapons after all six Stabilizers have been destroyed, which will greatly hinder its ability to damage you. If you're feeling brave, you can target the Stabilizers while they are exposed during the Deathbringer's four applicable heavy attacks. It takes a total of four (in any combination) Heat Vents and Cooling Rods to be destroyed for the Deathbringer to expose its internal Core while Overheated **[→▢ 1]**. Additionally, if three Stabilizers have been destroyed, the Core will also be exposed whenever the Deathbringer is knocked down **[→▢ 2]**. Exposing the Core is your largest and most prevalent source of damage against this otherwise incredibly resilient machine.

The danger that the Deathbringer poses depends on the specific variation you're currently facing due to differences in which attacks it can use, but there are some generalities that can be discussed. The Foot Stomp and two Rocket Pod attacks are used by all Deathbringer variants, and dealing with them is fairly straightforward, at least relative to the other attacks of the Deathbringer. The Foot Stomp has fairly short range and can be avoided with good positioning, and the Rocket Salvo can be entirely avoided by simply sprinting in a circle around the Deathbringer. Nearly all of the Deathbringer's attacks can be disabled by destroying or removing the corresponding Component. However, these typically require quite a bit of Direct or Tear damage, so we highly recommend coming equipped with Hardpoint or Tearblast Arrows **[→▢ 3]**. Good modifications will streamline the process of removing these, and the necessity to do so will depend on how comfortable you are with leaving these Components intact.

You'll want to maintain a Fire effect on the Deathbringer as much as possible **[→▢ 4]**. Doing so will not only deal a significant amount of damage over its duration, but will facilitate targeting the various weapon or cooling system Components. The most effective method here will be forcing the Deathbringer to Overheat, then immediately switching to Hardpoint or Precision Arrows to destroy the Stabilizers to properly incapacitate it. Otherwise, you'll need to be very mindful to pick your attack timings so as to not get stuck aiming your shots while the Deathbringer is initiating one of its various attacks. While sprinting in a circle around the Deathbringer, tap L2 and R2 to very quickly loose Fire Arrows into the machine's body without slowing down. Once the Deathbringer starts to expose its Core, you can choose to focus on this instead of continuing to target the weapon Components, Stabilizers or cooling system Components. This is the faster, more effective option, but is certainly not as safe.

Additionally, if the Deathbringer variant you are facing comes equipped with the Gun Turret Components, you can remove them and use the weapon against the Deathbringer. This heavy weapon deals incredible amounts of damage, but wielding it will hinder your mobility quite a bit, making you rather vulnerable to the machine's projectile attacks **[→▢ 5]**. Consider waiting until all six Stabilizers have been destroyed before using the Deathbringer Gun to maximize its potential.


HUMAN TARGETS

HUMAN TARGETS

Machines aren't the only danger you'll face in the untamed lands of Horizon – you'll often cross paths with hostile humans as well. Human enemies hail from a diverse array of backgrounds, but most use the same general sets of tools and are categorized in this section according to their capabilities and behavior. While humans have no elemental strengths or weaknesses, all are vulnerable to headshots and nearly all are susceptible to the madness inflicted by Corruption Arrows. Some human enemies will employ long-range projectiles or elemental attacks such as Fire Arrows; others specialize in close combat and will perform swift combos with melee weapons, while still others will bring to bear the sheer force of a Firestriker or Deathbringer Gun. Human enemies identified by name often use unique attacks or tricks, making them especially dangerous opponents.

As you progress through the game, you'll eventually begin to encounter human enemies with the 'Heavy' or 'Elite' designations. These foes have a ring around the skull icon when you scan them, and the skull remains above their heads afterwards to indicate that they are more dangerous than their standard counterparts; expect them to put up a vicious fight if they manage to track you down **[→▢ 1]**. Heavy and Elite units attack faster than basic enemies, deal bonus damage and are considerably harder to kill; they also have higher accuracy and are more likely to block or dodge Aloy's attacks, so you should always prioritize getting rid of them first when they appear as part of a group. Provided that you haven't yet been spotted, the safest way to accomplish this is to turn them against their allies by shooting them with Corruption Arrows – doing so will not only distract your enemies' attention, but thin out their ranks as well.


1

Naturally, you'll earn better rewards by overcoming stronger enemies: the higher an opponent's level, the more Experience Points you'll earn from defeating him (please see P.56 for further information). Heavy and Elite units also drop larger quantities of Metal Shards, healing potions, Resource Supply Boxes and valuable Desert and Slagshine Glass; uniquely, they'll occasionally yield Shock or Detonating Blast


2

Traps as well. If you're hunting for Desert or Slagshine Glass in particular, Heavy units are the best enemies from whom to procure it; the preferred means of doing so is to partially clear one of the later Bandit Camps and immediately eliminate any Heavies while avoiding the other bandits, then retreat to the nearest Campfire, save your game and reload that file to respawn any defeated bandits in the camp so that you may kill and loot them again **[→▢ 2]**.

ATTRIBUTES

While human enemies do not have specific elemental weaknesses, they are still susceptible to severity buildup and status ailments from elemental attacks **[→▢ 3]**. The 'Critical Hit' and 'Silent Strike' Skills may be used on human targets in the same way as on machines, though bear in mind that you'll need the 'Leader Strike' Skill in order to use either technique on Heavy and Elite units. Additionally, humans are subject to a different set of damage modifiers than machines while under the effects of the Freeze status: in a frozen state, human enemies will receive an additional 25% damage from single-target projectiles and an addi-


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tional 15% damage from explosions, melee attacks, Critical Hits and Silent Strikes. These damage bonuses stack with the weak point multipliers for headshots, which can prove useful against tougher Heavy and Elite units.

The exact damage bonuses for headshots vary depending upon the target's strength: standard enemies will receive five times more damage from headshots and will suffer a long stagger afterward, whereas Heavy and Elite units will only take twice as much damage and will incur a much shorter stagger if they survive. Many ranged Elites also have an increased chance to dodge projectiles and will attempt to do so more often than their lesser counterparts, which means that area attacks like Blast or Proximity Bombs will often prove more effective against them than single-target projectiles like arrows **[→▢ 1]**.


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Behavior

Human enemies can be encountered standing still, following patrol routes or walking along roads throughout the world, and will detect and engage you based upon the same perception and alertness system as machines. When unaware of your presence, their perception ranges (direct perception, peripheral view and hearing) are reduced. The initial build-up to spotting a potential threat is shown by the Alert Icon changing from white to yellow, following which the enemy will become suspicious and move in to investigate. As the enemy nears your location, the Alert Icon will indicate the enemy's increasing suspicion by turning from yellow to red; unless you hide or move away at this point, the enemy will eventually confirm you as a threat and initiate combat.

If any enemy other than a Sniper establishes a direct line of sight to you at a distance of 20m or less, that enemy will advance directly to the 'Suspicious' status and his Alert Icon will instantly turn yellow; at distances of 15m or less,


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the enemy will bypass the 'Suspicious' stage and immediately become 'Alerted', at which point your position has been compromised and the enemy will attempt to initiate combat. Sniper-type enemies will instantly become 'Alerted' if they spot you at a distance of 25m or less, but will otherwise progress through the normal alertness stages outside of that range and will not abandon their perches to pursue you. While hearing, seeing or being hit by explosions or projectiles will raise enemies' alert levels, they cannot initiate combat until after visually confirming your presence or taking damage from one of your attacks.

Any enemies that become suspicious, either through your direct action or after spotting the corpses of slain allies, will conduct a search for potential sources of the threat **[→▢ 2]**. Hiding in tall grass or underwater via Stealth Swimming enables you to avoid detection, but suspicious enemies can still spot you at extremely close range even while you're hidden. After initiating combat with you or other opposing forces, enemies will keep fighting until all their targets are lost, at which point they will begin another search **[→▢ 3]**. If multiple enemies from the same faction are present, only a few will actively search your last known location; the remainder will hold their positions and stay on the lookout. A timer is shown on the enemies' Alert Icons while they investigate; once this timer reaches zero, the search ends and the enemies will return to their idle behaviors.



3



MELEE TYPES

Enemies in this category specialize in powerful close-range combo attacks with melee weapons. They do not use ranged attacks at all and cannot counterattack from far away, but they are good at closing short distances with lunging swings much like Aloy's own heavy spear strike **[→▢ 4]**. Melee specialists attack relentlessly and can lock you in multi-hit combos if you remain within their reach for too long; they are especially dangerous if they manage to corner you as they can make it very difficult to escape if you don't have enough room to dodge their swings. These foes are capable of quickly decimating their allies' ranks while under the effects of Corruption Arrows, so they should be priority targets when you need a temporary diversion **[→▢ 5]**.

If you engage multiple melee-type enemies in combat simultaneously, only one of them will attack at a time; the others will move in to surround you, but will hang back and take turns attacking rather than charging in all at once. Should you target a melee-type enemy from a sniping perch or other position that they cannot access, they will flee and hide behind the nearest available form of cover until either they forget about your presence or you move from that location to one which they can reach on foot. Enemies in this category will attempt to dodge your projectiles if you aim a ranged weapon at them for an extended period of time; however, they are able to do so only when aware of your presence, so try to eliminate them silently without giving yourself away.



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Stats

Unit Type	HP	Attack Type	Damage	Additional Info
Bandit Fighter	50	Light Attack	35 (up to x3 Combo)	–
		Strong Attack	80 (up to x2 Combo)	
		Leaping Attack	120	
Elite Bandit Fighter	200	Light Attack	70 (up to x3 Combo)	Blocks light melee attacks after 1 attack instead of 2. Shorter time between melee attacks.
		Strong Attack	160 (up to x2 Combo)	
		Leaping Attack	240	
Bandit Slugger	105	Light Attack	65 (up to x3 Combo)	–
		Strong Attack	156 (up to x2 Combo)	
		Leaping Attack	195	
Cultist Priest	180	Explosive Arrow	30 Projectile Damage, 100 Explosive Damage	–
		Light Attack	100 (up to x3 Combo)	
		Strong Attack	150 (up to x2 Combo)	
		Leaping Attack	200	
		Bash/Kick	100	
Cultist Dredger	110 180	Timed Grenade	250 Explosive Damage up to 1m radius, scaling to 125 at 5m	The Blaze Tanks on the Dredger's back can be detonated with Fire Arrows, even after his death.
		Light Attack	60 (up to x3 Combo)	
		Strong Attack	90 (up to x2 Combo)	
		Leaping Attack	120	
Bandit Brawler	65	Explosion (First hit only)	+100 up to 2.5m, scaling down to 0 at 4m	The tip of the Explosive Staff detonates on first successful contact for extra damage (one time only).
		Light Attack	30 (up to x3 Combo)	
Carja Outlander (Explosive Staff)	120	Strong Attack	80 (up to x2 Combo)	
		Leaping Attack	100	
		Spin Attack	150	
		Double Spin Attack	100	
		Kick	150	
		Overhead Slam	150	
Odund's Marvel (Explosive Staff)	150	Explosion (First hit only)	+100 up to 2.5m, scaling down to 0 at 4m	
		Light Attack	30 (up to x3 Combo)	
		Strong Attack	120 (up to x2 Combo)	
		Leaping Attack	150	
		Spin Attack	150	
		Double Spin Attack	150	
		Kick	100	
		Overhead Slam	150	
Carja Spearman	110	Light Attack	50 (up to x3 Combo)	–
Shadow Soldier	185	Strong Attack	120 (up to x2 Combo)	
		Leaping Attack	150	
		Spin Attack	150	
Kikuk's Killer (Spear)	150	Double Spin Attack	150	
		Kick	100	
		Overhead Slam	150	
Elite Cultist Dredger	300	Timed Grenade	500 Explosive Damage up to 1m radius, scaling to 250 at 5m	Blocks light melee attacks after 1 attack instead of 2. Faster dodging reaction when aimed at, and less time between dodges. Shorter time between melee attacks.
		Light Attack	120 (up to x3 Combo)	
		Strong Attack	180 (up to x2 Combo)	
		Leaping Attack	240	

When you face human enemies who are unaware of your presence, your weapon of choice will typically be either the Sharpshot Bow with Precision Arrows or the Shadow Hunter Bow with Hardpoint Arrows. Shooting humans in the head with these ammunition types inflicts severe damage and will instantly fell weaker enemies, though repeated shots may still be necessary for Heavy and Elite units; in the latter cases, headshots performed after nocking multiple arrows with the 'Double Shot' or 'Triple Shot' Skills may still prove sufficient to bring down your targets before they can counterattack or raise an alarm. All enemies in this category are susceptible to Fire, Freeze and Shock damage, with Fire being particularly useful for preventing opponents from attacking and Shock attacks providing opportunities to follow up with Critical Hits.

Enemies in this category do not use ranged attacks, so the most effective Outfits for mitigating the damage they inflict is the Nora Protector line (or the Silent Hunter line if you prefer a stealthy approach). However, since these foes typically appear alongside ranged attackers, you may want to equip your Nora Protector Outfit with Weaves that increase its resistance to projectiles for all-around protection. Non-Elite units are susceptible to Silent Strikes while you are concealed, but you'll need the 'Leader Strike' Skill in order to use this strategy against Elite enemies. The 'Strong Strike' Skill will increase your Silent Strike damage against these hardy opponents, and eliminating them with headshots is far easier if you have access to the 'Concentration' Skill.


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Loot

Enemy	Drop Chance	Amount	Item
Bandit Fighter Bandit Brawler Bandit Slugger Elite Bandit Fighter Cultist Priest Cultist Dredger Elite Cultist Dredger Carja Spearman Shadow Soldier Kikuk's Killer (Spear) Odund's Marvel (Explosive Staff) Carja Outlander (Explosive Staff) Bandit Slugger	High	3-9	Metal Shards
	Low	1	Resource Supply Box
		1	Health Potion
	Extremely Low	1	Full Health Potion
		1	Health Boost Potion
		1	Fast Travel Pack
	Low	1	Desert Glass
	Very Low	1	Slagshine Glass
	Extremely Low	1	Reflective Ancient Charm
		1	Polished Ancient Charm
		1	Smooth Ancient Charm
		1	Irregular Ancient Charm
		1	Notched Ancient Charm
Elite Bandit Fighter	Guaranteed	3	Metal Shards
Elite Cultist Dredger		6	Metal Shards

Recommended Weapons

Weapon Name	Ammo Type
Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Fire Arrow, Hardpoint Arrow
Shadow War Bow	Shock Arrow, Corruption Arrow
Shadow Sling	Shock Bomb, Freeze Bomb, Fire Bomb
Shadow Rattler	Freeze Bolt, Metal Bolt
Spear	Heavy Attack, Silent Strike, Critical Hit

Recommended Outfits

Outfit Type Nora Protector, Nora Silent Hunter

Recommended Skills

Skill Lure Call, Silent Strike, Critical Hit +, Leader Strike, Strong Strike +, Concentration +, Double Shot, Triple Shot

STRATEGY

Melee enemies will prioritize closing in and pressuring you with slow, heavy swings and faster combos. The best offense against these dangerous fighters is a good defense: as long as you keep out of their reach and wear them down at range, they cannot harm you. If you have not yet been detected, pick them off with headshots or Lure Call them into patches of tall grass and eliminate them with Silent Strikes before they can alert their allies to your presence. Should you be forced to engage melee-type opponents in direct combat, disable them with Fire or Shock attacks and hit them with Critical Hits or arrows before they recover. Slings are particularly useful against groups of these enemies owing to their area of effect, so try to funnel your targets through choke points or group them together and hit them all at once with incapacitating Fire or Shock Bombs **[→▢ 1–3]**.


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Ranged Types

This category encompasses normal and Elite enemy units that utilize ranged attacks in combat. Each of these enemies also uses basic melee attacks when cornered, though in many cases such attacks are limited to a kick or a single swing with a makeshift weapon. Ranged specialists employ a variety of ammunition types including ordinary arrows, Fire Arrows and even arrows fixed with explosive warheads; Snipers will detect you from further away than other units and Elite members of this class have increased accuracy, making them especially dangerous targets. Most of these enemies pose a greater threat from a distance than they do up close; melee attacks are reasonably effective against them in a pinch, though Elite units are resistant to knockdown attacks.


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Stats

Unit Type	HP	Attack Type	Damage	Additional Info
Cultist Thug	90	Hardpoint Arrow	75	–
Carja Outlander (Bow)	60	Bash/Kick	100	
Cultist Punisher	150	Metal Bolt	20 per individual bolt	–
Odund's Marvel (Rattler)	150			
Mercenary Gunner	150	Bash/Kick	150	
Cultist Sniper	80	Fire Arrow	70 Projectile Damage, 10 Fire Damage, 15 Fire Severity	Perception range is increased by 5m when idle or suspicious, and by 40m when engaged in combat.
Bandit Sniper	35	Bash/Kick	100	
Shadow Sniper	140			
Odund's Marvel (Bow)	70			
Bandit Marksman	75	Fire Arrow	91 Projectile Damage, 13 Fire Damage, 19.5 Fire Severity	–
		Bash/Kick	130	
Elite Cultist Punisher	350	Fire Bolt	11.25 Projectile Damage, 11.25 Fire Damage, 7.5 Fire Severity per bolt	Blocks light melee attacks after 1 attack instead of 2. Faster dodging reaction when aimed at, and less time between dodges.
		Bash/Kick	225	
Elite Cultist Archer	240	Hardpoint Arrow	150	Blocks light melee attacks after 1 attack instead of 2. Faster dodging reaction when aimed at, and less time between dodges. Higher accuracy. Faster rate of fire.
		Bash/Kick	200	
Elite Cultist Sniper	200	Freeze Arrow	15 Projectile Damage, 150 Freeze Damage, 112.5 Freeze Severity	Perception range is increased by 5m when idle or suspicious, and by 40m when engaged in combat. Blocks light melee attacks after 1 attack instead of 2. Perfect accuracy.
		Bash/Kick	200	
Bandit Thug	50	Hunter Arrow	50	–
		Bash/Kick	100	
Bandit Warrior	90	Hardpoint Arrow	97.5	–
		Bash/Kick	130	
Elite Bandit Archer	160	Hunter Arrow	100	Blocks light melee attacks after 1 attack instead of 2. Faster dodging reaction when aimed at, and less time between dodges. Higher accuracy. Faster rate of fire.
		Bash/Kick	200	
Elite Bandit Sniper	135	Explosive Arrow	39 Projectile Damage, 130 Explosive Damage	Perception range is increased by 5m when idle or suspicious, and by 40m when engaged in combat. Blocks light melee attacks after 1 attack instead of 2. Perfect accuracy. Faster rate of fire.
		Bash/Kick	130	

Headshots are the preferred means of eliminating ranged attackers as long as you have surprise on your side **[→▢ 1]**. The 'Concentration' Skill provides a crucial advantage when lining up a shot; additionally, it is possible to drastically increase your accuracy by centering the Focus reticule on your target's head and immediately holding L2 to ready your bow, at which point a fully-drawn shot is almost certain to land as long as the target doesn't move. Shock and Fire Bombs are effective against Elite ranged units and can help prevent them from bombarding you while you focus on more immediate threats; moreover, these enemies are often perched in locations from which they can wreak havoc on their own forces while under the effects of Corruption Arrows.

Most enemies in this category use only rudimentary close-range attacks, so if you face a group comprised primarily of archers you'll benefit most from Oseram Arrowbreaker Outfit. The Nora Silent Hunter line is also effective if you prefer to stay out of sight rather than risk being hit, and the Carja Blazon variants can help cut down on the damage from enemies' Fire Arrows (though overall you're still better off with an Arrowbreaker outfit). You may also climb watchtowers and other elevated locations where ranged attackers are positioned and eliminate them with the 'Strike from Below' Skill while hanging; the Nora Silent Hunter Outfit allows you to approach these spots and perform Silent Strikes with greater ease, though Elite units still require you to possess the 'Leader Strike' Skill **[→▢ 2]**.

Stats

Unit Type	HP	Attack Type	Damage
Carja Archer	90	Precision Arrow	100
		Bash/Kick	100
Shadow Archer	165	Precision Arrow	100
		Timed Grenade	250 Explosive Damage up to 1m radius, scaling to 125 at 5m
		Bash/Kick	100
Kikuk's Killer (Bow)	70	Hunter Arrow	50
		Bash/Kick	100
Odund's Marvel (Bow, A)	70	Hunter Arrow	50
		Bash/Kick	100
Odund's Marvel (Bow, B)	200	Fire Arrow	70 Projectile Damage, 10 Fire Damage, 15 Fire Severity
		Bash/Kick	100
Mercenary Forgesmith	180	Timed Grenade	250 Explosive Damage up to 1m radius, scaling to 125 at 5m
		Light Attack	35 (up to x3 Combo)
		Strong Attack	80 (up to x2 Combo)
		Leaping Attack	120
Mercenary Warrior	120	Precision Arrow	100
		Light Attack	70 (up to x3 Combo)
		Strong Attack	110 (up to x2 Combo)
		Leaping Attack	130
		Spin Attack	120
		Double Spin Attack	120
		Kick	80

Loot

Enemy	Drop Chance	Amount	Item
Cultist Thug Cultist Punisher Cultist Sniper Elite Cultist Dredger Elite Cultist Punisher Elite Cultist Archer Elite Cultist Sniper Bandit Thug Bandit Warrior Bandit Sniper Bandit Marksman Elite Bandit Archer Elite Bandit Sniper Carja Archer Carja Outlander (Bow) Shadow Archer Shadow Sniper Kikuk's Killer (Bow) Odund's Marvel (Bow) Mercenary Forgesmith Mercenary Gunner Mercenary Warrior	High	3-9	Metal Shards
	Low	1	Resource Supply Box
	Low	1	Health Potion
	Extremely Low	1	Full Health Potion
	Extremely Low	1	Health Boost Potion
	Extremely Low	1	Fast Travel Pack
	Low	1	Desert Glass
	Very Low	1	Slagshine Glass
	Extremely Low	1	Reflective Ancient Charm
	Extremely Low	1	Polished Ancient Charm
	Extremely Low	1	Smooth Ancient Charm
	Extremely Low	1	Irregular Ancient Charm
	Extremely Low	1	Notched Ancient Charm
Bandit Warrior Bandit Marksman	Guaranteed	3	Metal Shards
Elite Cultist Punisher Elite Cultist Archer Elite Cultist Sniper Elite Bandit Archer Elite Bandit Sniper	Guaranteed	6	Metal Shards

STRATEGY

Ranged enemies tend to appear in locations that aren't easily or immediately accessible, which sometimes leaves you with no choice but to snipe them before they snipe you. Headshots with Precision or Hardpoint Arrows are ideal, though you may eventually need the 'Double Shot' or 'Triple Shot' Skills in order to put down Elite units without reloading. The elevated vantage points where ranged enemies are typically positioned can make it difficult to break their line of sight, but also leave them exposed and vulnerable to surprise attacks from tall grass or behind cover. The Sniper-type units often stationed in these spots also serve as lookouts and their sharp eyesight enables them to spot you from farther away than other enemies, so they should be your first targets when approaching fortified positions like Bandit Camps or enclaves of Eclipse Cultists.

Recommended Weapons

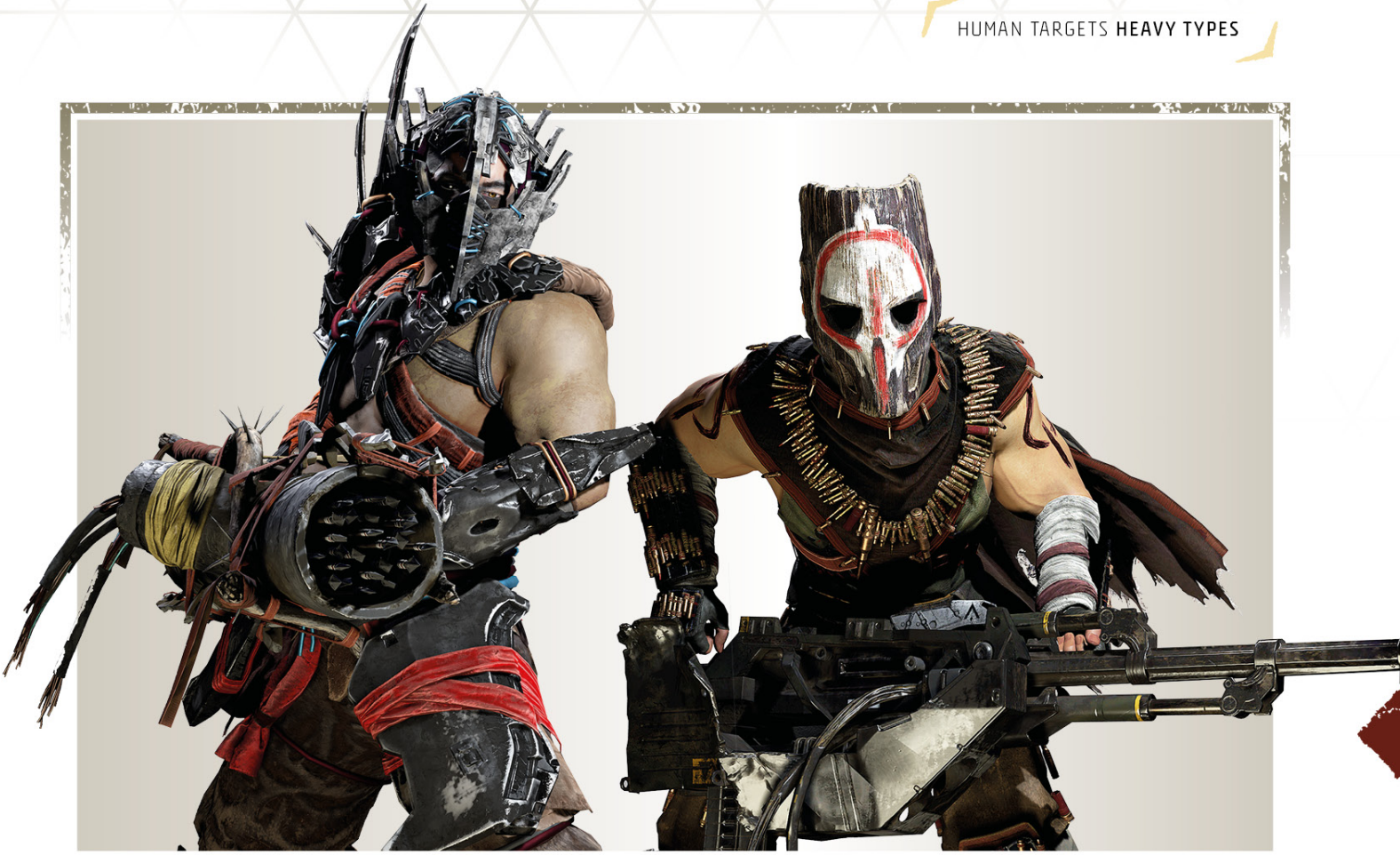
Weapon Name	Ammo Type
Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Fire Arrow, Hardpoint Arrow
Shadow War Bow	Shock Arrow, Corruption Arrow
Shadow Sling	Shock Bomb, Freeze Bomb, Fire Bomb
Spear	Heavy Attack, Silent Strike, Critical Hit

Recommended Outfits

Outfit Type Oseram Arrowbreaker, Nora Silent Hunter, Carja Blazon

Recommended Skills

Skill Silent Strike, Critical Hit +, Strike from Below, Leader Strike, Strong Strike +, Concentration +, Double Shot, Triple Shot



HEAVY TYPES

Enemies in this category represent the 'tank' archetype: they move slowly, are highly durable and carry heavy weapons capable of swiftly dishing out lethal amounts of damage **[→▢ 1]**. Heavies are among the most dangerous enemy units you'll encounter and are relatively rare outside of Quests; they typically support groups of weaker enemies and you'll never face more than two to three of them at a time. All Heavies except the Bandit Brute carry a unique temporary weapon which you may retrieve upon their defeat; these Heavy Weapons have limited ammunition, slow Aloy's movement to a crawl and are discarded upon Fast Travel or when their ammunition is depleted. The weapon carried by a Heavy unit depends upon the faction to which that unit belongs: Cultist Heavies wield Deathbringer Guns, Bandit Heavies tote Firespitters and Shadow Heavies use Firestrikers.



Heavy units are nearly impossible to knock down with melee attacks, so your Spear will be reserved for Silent Strikes and possibly a Critical Hit if you can inflict enough Shock severity to stun them. Bear in mind that the 'Leader Strike' Skill is necessary for performing Silent Strikes or Critical Hits on this enemy type. Headshots aimed with the 'Concentration' Skill remain the optimal strategy if circumstances allow, though you'll usually need the 'Double Shot' or 'Triple Shot' Skills to ensure an instant kill. These opponents are particularly vulnerable to Fire and Shock Bombs as they are too slow to escape either the initial blast or the lingering area effect; they can also be softened up with Freeze Bombs, Arrows or Bolts and subsequently mowed down with Metal Bolts, Precision Arrows, Hardpoint Arrows or Bombs from the Blast Sling.

Heavies are capable of inflicting utter devastation upon their allies while under the effects of Corruption Arrows and should be your top-priority targets if you choose to

Stats

Unit Type	HP	Attack Type	Damage	Additional Info
Cultist Heavy	230	Deathbringer Gun	20 Projectile Damage per bullet	Blocks light melee attacks after 1 attack instead of 2.
		Bash/Kick	200	
Bandit Heavy	125	Firespitter	20 Projectile Damage, 120 Explosive Damage per shot	Blocks light melee attacks after 1 attack instead of 2.
		Bash/Kick	200	
Elite Bandit Heavy	250	Firespitter	25 Projectile Damage, 150 Explosive Damage per shot	Blocks light melee attacks after 1 attack instead of 2.
		Bash/Kick	250	Higher accuracy.
Bandit Brute	150	Precision Arrow	200	Uses the 'Triple Shot' Skill. Blocks light melee attacks after 1 attack instead of 2.
		Light Attack	140 (up to x3 Combo)	
		Strong Attack	300 (up to x2 Combo)	
		Leaping Attack	340	
		Kick	140	
		Overhead Slam	300	
Elite Bandit Brute	300	Precision Arrow	200	Uses the 'Triple Shot' Skill. Blocks light melee attacks after 1 attack instead of 2.
		Light Attack	140 (up to x3 Combo)	
		Strong Attack	300 (up to x2 Combo)	
		Leaping Attack	340	
		Kick	140	
		Overhead Slam	300	
Shadow Heavy	400	Firestriker	20 Projectile Damage, 120 Explosive Damage per shot	Blocks light melee attacks after 1 attack instead of 2.
		Bash/Kick	200	
Mercenary Heavy	1000	Firespitter Mk II	10 Projectile Damage, 100 Explosive Damage per shot	Has upgraded version of Firespitter with higher fire rate and reduced time before projectiles explode after impact. Blocks light melee attacks after 1 attack instead of 2.
		Bash/Kick	200	

Loot

Enemy	Drop Chance	Amount	Item
Cultist Heavy, Bandit Heavy, Bandit Brute, Shadow Heavy, Mercenary Heavy, Elite Bandit Heavy	Medium	20-80	Metal Shards
	Medium	5	Desert Glass
	Low	2-4	Resource Supply Box
	Low	5	Health Potion, Full Health Potion and/or Health Boost Potion
	Low	5-7	Shock Trap
	Low	5-7	Detonating Blast Trap
	Low	5	Slagshine Glass
	Extremely Low	1	Reflective Ancient Charm
	Extremely Low	1	Polished Ancient Charm
	Extremely Low	1	Smooth Ancient Charm
	Extremely Low	1	Irregular Ancient Charm
	Extremely Low	1	Notched Ancient Charm
Elite Bandit Heavy, Elite Bandit Brute	Guaranteed	5-20	Metal Shards

employ this tactic. As their attacks are partly projectile-based, the Oseram Arrowbreaker Outfit will help minimize the damage from the lethal volleys of bullets or rockets they'll send your way; you may also opt for the more balanced approach of boosting the ranged attack resistance of a Nora Protector Outfit with Modification Weaves to afford some protection against the melee enemies that usually appear alongside Heavy units. The 'Leader Strike' Skill is essential if you intend to use stealth tactics, in which case the Nora Silent Hunter Outfit will provide the greatest advantage.

Recommended Weapons

Weapon Name	Ammo Type
Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Fire Arrow, Hardpoint Arrow
Shadow War Bow	Shock Arrow, Corruption Arrow
Shadow Sling	Shock Bomb, Freeze Bomb, Fire Bomb
Shadow Rattler	Freeze Bolt, Metal Bolt
Spear	Silent Strike, Critical Hit (Leader Strike required)

Recommended Outfits

Outfit Type Oseram Arrowbreaker, Nora Protector, Nora Silent Hunter

Recommended Skills

Skill Lure Call, Silent Strike, Critical Hit +, Leader Strike, Strong Strike +, Concentration +, Fast Reload, Double Shot, Triple Shot

STRATEGY

If you have access to Corruption Arrows, use them to turn Heavy units against their allies whenever possible – this tactic can create valuable distractions and is especially effective against Heavies surrounded by other enemies. In general, try to isolate enemies of this type by using Lure Call and draw them into secluded locations so that you can eliminate them without being seen or heard. When tall grass is available, draw them into a larger patch and perform a Silent Strike, then immediately use Concentration and aim for their heads with a Double or Triple Shot. If you're unable to separate Heavy units from their allies, you may simply strike the entire group with area attacks; Fire Bombs are ideal for this purpose as your enemies will be unable to attack while burning, and Freeze Bombs can help you to eliminate your targets more quickly through other means.



unique enemies



Ullia

Found in Side Quest 'Sunstone Rock' (P.535)

Stats

Unit Type	HP	Attack Type	Damage
Ullia	500	Light Attack	30 (up to ×3 Combo)
		Strong Attack	80 (up to ×2 Combo)
		Leaping Attack	100
		Spin Attack	150
		Double Spin Attack	100
		Kick	150
		Explosion (First hit only)	+100 up to 2.5m, scaling down to 0 at 4m

Loot

Drop Chance	Amount	Item
High	3-9	Metal Shards
Low	1	Resource Supply Box
	1	Health Potion
	1	Desert Glass
Very Low	1	Slagshine Glass
Extremely Low	1	Full Health Potion
	1	Health Boost Potion
	1	Fast Travel Pack
	1	Reflective Ancient Charm
	1	Polished Ancient Charm
	1	Smooth Ancient Charm
	1	Irregular Ancient Charm
	1	Notched Ancient Charm

Recommended Weapons

Weapon Name	Ammo Type
Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Hardpoint Arrow
Shadow Blast Sling	Blast Bomb, Sticky Bomb
Shadow Sling	Shock Bomb, Freeze Bomb, Fire Bomb
Shadow Tripcaster	Blast Wire, Fire Wire

Recommended Outfits

Outfit Type Nora Protector, Nora Silent Hunter

Recommended Skills

Skill Concentration +, Fast Reload, Double Shot, Triple Shot

Clearing the Bandit Camp at Blackwing Snag before initiating the 'Sunstone Rock' Quest is highly recommended as it will enable you to face Ullia without interference from other enemies. She uses only melee attacks, so the Nora Protector Outfit is your best bet for this encounter. Skills that enhance the effectiveness of headshots, such as Concentration and Triple Shot, are essential for felling Ullia before she can cover enough ground to bring her staff to bear; you may also lay a few Tripwires in her path as a contingency or employ elemental bombs at closer range.

Strategy

You'll find Ullia perched on a bridge near the center of the Blackwing Snag Bandit Camp. If you've already cleared the camp, you may approach with impunity; otherwise you'll need to at least eliminate any bandits standing between you and Ullia before you can safely attack. The simplest and most effective strategy is to sneak to any of the numerous locations in the camp that provide line of sight to Ullia while allowing you to remain undetected, nock three Precision Arrows via the 'Triple Shot' Skill, line up a headshot, activate the 'Concentration' Skill and immediately follow up with as many individual shots as are necessary to finish Ullia before she can respond to your attack. Failing that, you may lure her through a gauntlet of Blast Wires or simply immolate her with Fire Bombs while staying as far out of her reach as possible.

Zaid

Found in Side Quest 'A Daughter's Vengeance' (P.380)

Stats

Unit Type	HP	Attack Type	Damage	Additional Info
Zaid	225	Firestriker	20 Projectile Damage, 120 Explosive Damage per shot	Blocks light melee attacks after 1 attack instead of 2.
		Bash/Kick	200	

Loot

Drop Chance	Amount	Item
Medium	20-80	Metal Shards
	5	Desert Glass
Low	2-4	Resource Supply Box
	5	Health Potion, Full Health Potion and/or Health Boost Potion
	5-7	Shock Trap
	5-7	Detonating Blast Trap
	5	Slagshine Glass
Extremely Low	1	Reflective Ancient Charm
	1	Polished Ancient Charm
	1	Smooth Ancient Charm
	1	Irregular Ancient Charm
	1	Notched Ancient Charm

Recommended Weapons

Weapon Name	Ammo Type
Sharpshot Bow	Precision Arrow
Blast Sling	Blast Bomb
Carja Tripcaster	Blast Wire
Shadow Sling	Shock Bomb, Freeze Bomb, Fire Bomb
Trap	Blast Trap
Trap	Detonating Blast Trap

Recommended Outfits

Outfit Type Nora Protector, Nora Silent Hunter

Recommended Skills

Skill Concentration +, Fast Reload, Double Shot, Triple Shot

Before initiating the final encounter, set up a gauntlet of Blast Wires and Traps across the cart tracks parallel to the center of the adjacent stables – Zaid will arrive with a group of soldiers after you release Nakoa, and their path will take them straight through any explosives set in this location. If you have the Carja or Shadow Sling, be sure to bring enough Resources to craft plenty of Shock and Fire Bombs in case your Traps and Tripwires aren't enough to finish off Zaid and his men; Blast Bombs are also helpful for mopping up any weakened soldiers if any of them make it through your traps.



Strategy

After freeing Nakoa, exit the cellar to trigger the arrival of Zaid and his men. If you placed Traps and/or Tripwires in their way beforehand, allow the approaching enemies to trip your explosives before you move in to engage any survivors. Shock or Fire Bombs will help keep Zaid incapacitated if he's still standing, and Blast Bombs will quickly wipe out the remaining soldiers; alternately, you may simply opt to use arrows or melee attacks if the vast majority of the enemy force is already dead by the time they engage you **[→☐ 1]**. With all targets neutralized, the Quest's final cutscene will trigger automatically.





ODUND

Found in Side Quest 'Traitor's Bounty' (P.415)

Stats

Unit Type	HP	Attack Type	Damage	Additional Info
Zaid	225	Firestriker	20 Projectile Damage, 120 Explosive Damage per shot	Blocks light melee attacks after 1 attack instead of 2.
		Bash/Kick	200	

Loot

Drop Chance	Amount	Item
Medium	20-80	Metal Shards
	5	Desert Glass
Low	2-4	Resource Supply Box
	5	Health Potion, Full Health Potion and/or Health Boost Potion
	5-7	Shock Trap
	5-7	Detonating Blast Trap
	5	Slagshine Glass
Extremely Low	1	Reflective Ancient Charm
	1	Polished Ancient Charm
	1	Smooth Ancient Charm
	1	Irregular Ancient Charm
	1	Notched Ancient Charm

Recommended Weapons

Weapon Name	Ammo Type
Sharpshot Bow	Precision Arrow
Blast Sling	Blast Bomb
Carja Tripcaster	Blast Wire
Shadow Sling	Shock Bomb, Freeze Bomb, Fire Bomb
Trap	Blast Trap
Trap	Detonating Blast Trap

Recommended Outfits

Outfit Type Nora Protector, Oseram Arrowbreaker

Recommended Skills

Skill Concentration +, Fast Reload, Double Shot, Triple Shot

Bring as many healing potions as you can carry and enough resources to craft more should you run out. You'll have an opportunity to loot some supplies provided by Uthid, so put them to good use and top off your Sling, Tripcaster and Sharpshot Bow ammunition. You'll face several waves of enemies during this encounter, making area attacks like Fire and Shock Bombs essential for crowd control; Tripwires are useful for area denial and can help prevent the swarms of enemies from overwhelming you. You'll find a Disc Launcher in a nearby cave and the location itself provides excellent cover, so make use of them as soon as the battle starts. Since you'll be forced into open combat straight away, there's no use for Nora Silent Hunter Outfit here – wear a Nora Protector or Oseram Arrowbreaker outfit to help turn aside the onslaught of attacks.

STRATEGY

Odund will appear alongside a large group of his Odund's Marvel Outlanders, meaning you may either target him first or let Uthid handle him while you focus on beating back his mercenaries. Uthid will ultimately decide this for you: if he happens to engage Odund, leave them alone and turn your attention to fending off the incoming waves of Oseram; if not, immolate Odund with Fire Bombs or nock three Precision Arrows via Triple Shot and aim for his head using Concentration. Laying Tripwires on the ground will help slow your enemies' advance, and Precision Arrows offer the best means of eliminating the archers raining arrows down on the battlefield. The Disc Launcher is most effective against enemies grouped in close proximity to one another, so choose your shots carefully and make use of the 'Concentration' Skill to help ensure that you hit your mark.

KIKUK

Found in Side Quest 'Traitor's Bounty (P.415)

Stats

Unit Type	HP	Attack Type	Damage	Additional Info
Kikuk	200	Hunter Arrow	50	–
		Bash/Kick	100	

Loot

Drop Chance	Amount	Item
High	3-9	Metal Shards
Low	1	Resource Supply Box
	1	Health Potion
	1	Desert Glass
Very Low	1	Slagshine Glass
Extremely Low	1	Full Health Potion
	1	Health Boost Potion
	1	Fast Travel Pack
	1	Reflective Ancient Charm
	1	Polished Ancient Charm
	1	Smooth Ancient Charm
	1	Irregular Ancient Charm
	1	Notched Ancient Charm

Recommended Weapons

Weapon Name	Ammo Type
Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Fire Arrow, Hardpoint Arrow
Shadow Blast Sling	Blast Bomb, Sticky Bomb
Shadow Sling	Shock Bomb, Freeze Bomb, Fire Bomb
Shadow Rattler	Freeze Bolt, Metal Bolt

Recommended Outfits

Outfit Type Oseram Arrowbreaker, Nora Protector

Recommended Skills

Skill Critical Hit +, Strong Strike +, Concentration +, Fast Reload, Double Shot, Triple Shot

The Shadow Sling and Shadow Blast Sling are your go-to weapons for this encounter as you'll be dealing with waves of lesser enemies along with Kikuk. There's no stealth option here, so bring your Nora Protector or Oseram Arrowbreaker Outfit and be prepared to fend off close-range attacks while under constant fire from archers. Precision Arrows are the best way to eliminate the archers and Double or Triple Shot can help expedite the process. You'll have to survive a sustained onslaught during this battle, so bring as many health potions as you can carry and ideally enough Resources to craft more in a pinch **[→▢ 1]**.



STRATEGY

Uthid will join you for this battle and may end up dealing with Kikuk by himself if their paths cross during the battle. Should Uthid engage Kikuk early on, prioritize eliminating the Kikuk's Killers mercenaries with bombs or arrows to prevent them from overrunning your position. If Kikuk has not already fallen by the time you've fended off his men, allow Uthid to distract him while you line up a Double or Triple Shot at his head with Precision Arrows. In the event that Kikuk engages you first, roll forward past him when he initiates a melee attack and sprint as far away as possible before you turn and retaliate with Precision Arrows or bombs.



HASHIV



Found in Side Quest 'Sunstone Rock' (P.535)

Stats

Unit Type	HP	Attack Type	Damage	Additional Info
Hashiv	225	Firestriker	25 Projectile Damage, 150 Explosive Damage per shot	Blocks light melee attacks after 1 attack instead of 2. Higher accuracy.
		Bash/Kick	250	

Loot

Drop Chance	Amount	Item
Guaranteed	5-20	Metal Shards
Medium	20-80	Metal Shards
	5	Desert Glass
Low	2-4	Resource Supply Box
	5	Health Potion, Full Health Potion and/or Health Boost Potion
	5-7	Shock Trap
	5-7	Detonating Blast Trap
	5	Slagshine Glass
Extremely Low	1	Reflective Ancient Charm
	1	Polished Ancient Charm
	1	Smooth Ancient Charm
	1	Irregular Ancient Charm
	1	Notched Ancient Charm

Recommended Weapons

Weapon Name	Ammo Type
Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Hardpoint Arrow
Shadow Blast Sling	Blast Bomb, Sticky Bomb
Shadow Sling	Shock Bomb, Fire Bomb

Recommended Outfits

Outfit Type Oseram Arrowbreaker, Nora Protector, Nora Silent Hunter

Recommended Skills

Skill Critical Hit +, Strong Strike +, Concentration +, Fast Reload, Double Shot, Triple Shot

STRATEGY

The three bandits will patrol around the building until they detect you while Hashiv remains in his initial location next to Gavan, so begin by either lining up a double or triple headshot on Hashiv before he notices you or striking him with Fire or Shock Bombs when the Bandit Thugs are close enough to be caught in the blast **[→☐ 2]**. Focus on Hashiv first as he represents the greatest threat, then pick off any surviving bandits with Hardpoint Arrows to the head.



You'll face several Bandit Thugs along with Hashiv, so area attacks are ideal for this encounter. If you have access to Fire Bombs, use them; otherwise use Shock Bombs and Precision Arrows. You'll have the opportunity for a surprise attack, so the Nora Silent Hunter Outfit is an acceptable choice; however, you may see more benefit from a Nora Protector or Oseram Arrowbreaker Outfit as the battle can escalate quickly if you blow your ambush. As always, Concentration and Double or Triple Shot will tip the odds heavily in your favor.



Relentless Shivin, Merciful Yusis & Savage Tarav

Found in Side Quest 'Traitor's Bounty' (P.415)

Stats

Name	HP	Attack Type	Damage	Additional Info
Relentless Shivin	370	Light Attack	100 (up to ×3 Combo)	Blocks light melee attacks after 1 attack instead of 2. Shorter time between melee attacks.
		Strong Attack	240 (up to ×2 Combo)	
		Leaping Attack	300	
		Spin Attack	300	
		Double Spin Attack	300	
		Kick	200	
		Overhead Slam	300	
Savage Tarav	500	Firestriker	20 Projectile Damage, 120 Explosive Damage per shot	Blocks light melee attacks after 1 attack instead of 2.
		Bash/Kick	200	
Merciful Yusis	300	Corruption Arrow	120 Projectile Damage, 140 Corruption Severity	Perception range is increased by 5m when idle or suspicious, and by 40m when engaged in combat. Blocks light melee attacks after 1 attack instead of 2. Perfect accuracy. Faster rate of fire.
		Bash/Kick	200	

You'll face all three of these extremely dangerous opponents at once, so choose an Outfit that provides as much protection from their attacks as possible and be sure to fit it with Modification Weaves that enhance its effects. The Nora Protector line provides the best defense against Shivin's lethal melee attacks, while the Oseram Arrowbreaker Outfit will soften the blows from Tarav's Firestriker rockets. In addition, bring as many Antidotes as you can carry and be prepared to craft more during the battle – Yusis will constantly bombard you with Corruption Arrows and you're better off counteracting their effects with consumable items than sacrificing defense against Shivin and Tarav's attacks for a Banuk Sickness-Eater Outfit. You won't have much time to use Double or Triple Shot here, but Concentration is still extremely helpful for reliably landing attacks.

Loot

Enemy	Drop Chance	Amount	Item
Relentless Shivin & Merciful Yusis	Guaranteed	6	Metal Shards
	High	3-9	Metal Shards
	Low	1	Resource Supply Box
		1	Health Potion
		1	Desert Glass
	Very Low	1	Slagshine Glass
	Extremely Low	1	Full Health Potion
		1	Health Boost Potion
		1	Fast Travel Pack
		1	Reflective Ancient Charm
		1	Polished Ancient Charm
		1	Smooth Ancient Charm
		1	Irregular Ancient Charm
Savage Tarav	Medium	20-80	Metal Shards
		5	Desert Glass
	Low	2-4	Resource Supply Box
		5	Health Potions (assortment of Health Potion, Full Health Potion, Health Boost Potion)
		5-7	Shock Trap
		5-7	Detonating Blast Trap
		5	Slagshine Glass
	Extremely Low	1	Reflective Ancient Charm
		1	Polished Ancient Charm
		1	Smooth Ancient Charm
		1	Irregular Ancient Charm
		1	Notched Ancient Charm

Recommended Weapons

Weapon Name	Ammo Type
Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Fire Arrow, Hardpoint Arrow
Shadow Tripcaster	Shock Wire, Fire Wire
Shadow Sling	Shock Bomb, Fire Bomb
Shadow Rattler	Freeze Bolt, Metal Bolt

Recommended Outfits

Outfit Type Oseram Arrowbreaker, Nora Protector

Recommended Skills

Skill Critical Hit +, Strong Strike +, Concentration +, Fast Reload, Triple Shot



STRATEGY

Despite having Uthid as backup during this encounter, you'll be fighting for your life under the best of circumstances. Shivin will relentlessly chase you down in a flurry of deadly melee attacks while Tarav and Yusis take potshots at you from a distance. Tarav's Firestriker severely limits his mobility, so try to lure Shivin toward him and hit both of them at the same time with Fire or Shock Bombs while keeping one of the boulders between yourself and Yusis **[→▭ 1]**. As long as you maintain a steady barrage of the aforementioned bombs on Shivin and Tarav, they'll remain incapacitated while you chip away at their considerable reserves of health. When Tarav falls, retrieve his Firestriker and use it to finish Shivin (if he's still alive) and Yusis **[→▭ 2/3]**.





If you don't have a Carja or Shadow Sling, you may instead set Tarav ablaze with Fire Arrows or Fire Wires to prevent him from attacking while you deal with Shivin; in this case you'll need to lay Shock or Fire Wires in Shivin's path with your Tripcaster to prevent him from running you down while you attack Tarav. If you need a safe spot at which to regroup or craft more ammunition, return to the southern end of the area and drop from the ledge to the path through which you originally entered the area – the enemies will not follow you there, so you can take as much time as you need to prepare before diving back into the fray.

Vashad & Omas



Found in Side Quest 'Hunters' Blind' (P.407)

Stats

Unit Type	HP	Attack Type	Damage	Info
Vashad	200	Light Attack	50 (up to ×3 Combo)	–
		Strong Attack	120 (up to ×2 Combo)	
		Leaping Attack	150	
		Spin Attack	150	
		Double Spin Attack	150	
		Kick	100	
		Overhead Slam	150	
Omas	200	Precision Arrow	100	
		Bash/Kick	100	

Loot

Drop Chance	Amount	Item
High	3 to 9	Metal Shards
Low	1	Resource Supply Box
	1	Health Potion
	1	Desert Glass
Very Low	1	Slagshine Glass
Extremely Low	1	Full Health Potion
	1	Health Boost Potion
	1	Fast Travel Pack
	1	Reflective Ancient Charm
	1	Polished Ancient Charm
	1	Smooth Ancient Charm
	1	Irregular Ancient Charm
	1	Notched Ancient Charm

Recommended Weapons

Weapon Name	Ammo Type
Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Fire Arrow, Hardpoint Arrow
Shadow Blast Sling	Blast Bomb, Sticky Bomb
Shadow Sling	Shock Bomb, Freeze Bomb, Fire Bomb
Shadow Rattler	Freeze Bolt, Metal Bolt

Recommended Outfits

Outfit Type Oseram Arrowbreaker, Nora Protector

Recommended Skills

Skill Critical Hit +, Concentration +, Fast Reload, Double Shot, Triple Shot

You can avoid this encounter by either bringing a Snapmaw Heart with you to the camp or promising to provide one on condition that the hunters take their leave. If you have an abundance of Metal Shards and don't feel like hunting a Snapmaw yourself, you may opt instead simply to purchase a Snapmaw Heart from the Machine Resources vendor in Meridian. If you do choose to fight, bring a Shadow Sling for area attacks or Shadow Rattler to keep your targets immobilized while rapidly wearing away at their health. You won't have an opportunity to sneak up on your targets, so wear a Nora Protector or Oseram Arrowbreaker Outfit to cut down on the damage from their attacks instead. The 'Concentration' Skill is particularly important for buying you more time to react in this close-quarters encounter.

Strategy

If you opt to pick a fight rather than negotiating, Vashad will immediately rush you while Omas and the two Bandit Thugs attack from afar. Try to hit both Vashad and Omas with a Fire Bomb while they're still close to each other and headshot the Bandit Thugs with Precision Arrows while the others burn; otherwise target the two hunters individually with Fire Bombs or Arrows to keep them out of your hair while you pick off their weaker cohorts. Shock Bolts are also useful for keeping Vashad and Omas down if you're unable to catch them both in the blast from a Fire Bomb.



DERVAHL

Found in Main Quest 'The Sun Shall Fall' (P.318)

Stats

Unit Type	HP	Attack Type	Damage	Additional Info
Dervahl	300	Tearblaster	140	Immune to Silent Strike, Strike from Above and Strike from Below even if you have the 'Leader Strike' Skill.
		Bash/Kick	150	Vulnerable to Critical Hit if knocked down.

Loot

Drop Chance	Amount	Item
–	–	–

Recommended Weapons

Weapon Name	Ammo Type
Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Fire Arrow, Hardpoint Arrow
Shadow War Bow	Corruption Arrow
Shadow Sling	Shock Bomb, Freeze Bomb, Fire Bomb
Shadow Rattler	Shock Bolt
Shadow Ropecaster	Tie Rope

Recommended Outfits

Outfit Type Oseram Arrowbreaker, Nora Protector, Banuk Ice Hunter, Shadow Stalwart

Recommended Skills

Skill Critical Hit +, Leader Strike, Strong Strike +, Concentration +, Fast Reload, Triple Shot

STRATEGY

You'll need to destroy a sonic device in the throne room and rescue Avad before engaging Dervahl in battle. His Tearblaster inflicts heavy damage and sends you flying if it hits, but his rate of fire is slow and he's fairly vulnerable at close range. Bombard him with a steady barrage of Fire Bombs to wear away his health while preventing him from counterattacking, then switch to Precision or Hardpoint Arrows while he burns to pile on additional damage **[→▢ 1]**. Two Mercenary Warriors will eventually arrive to support Dervahl, but it is possible to defeat him before they appear – if you can manage to do so, you may hunt them down individually; otherwise, group your targets as best you can and continue using Fire Bombs to keep them from overpowering you while you pincushion them with Precision or Hardpoint Arrows.



Bring a full satchel of healing potions and some spare Resources with which to craft more – you'll face a long battle against Dervahl and his minions with few opportunities to regroup. This encounter is one of the rare instances in which the Shadow Stalwart armor truly shines – it can substantially mitigate the effects of Dervahl's Tearblaster, so consider wearing a set if you have access to it. If not, bring a Nora Protector or Oseram Arrowbreaker Outfit for the first phase and/or a Banuk Ice Hunter outfit (or some Freeze Resist Potions) for the second. Fire Bombs are essential for keeping Dervahl incapacitated, so be sure you have plenty on hand; also consider using Shock Bolts or Tie Ropes to immobilize the pesky Glinthawks while you Override or destroy them.

NIL

Found in Side Quest 'Cause for Concern – Farewell' (P.376)

Stats

Unit Type	HP	Attack Type	Damage	Additional Info
Nil	1500	Flash Grenade	Temporary Blinding	Immune to Silent Strike, Strike from Above and Strike from Below even if you have the 'Leader Strike' Skill. Vulnerable to Critical Hit if knocked down.
		Precision Arrow	100	
		Light Attack	100 (up to ×3 Combo)	
		Strong Attack	200 (up to ×2 Combo)	
		Leaping Attack	200	

Loot

Drop Chance	Amount	Item
Guaranteed	85	Metal Shards
Guaranteed	5	Slagshine Glass
1x Guaranteed Loot Chance (Randomly picks one of these items)	1	Reflective Ancient Charm
	1	Polished Ancient Charm
	1	Smooth Ancient Charm
	1	Irregular Ancient Charm
	1	Notched Ancient Charm

Recommended Weapons

Weapon Name	Ammo Type
Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Fire Arrow, Hardpoint Arrow
Shadow Tripcaster	Shock Wire, Fire Wire
Shadow Sling	Shock Bomb, Fire Bomb
Shadow Rattler	Freeze Bolt, Shock Bolt, Metal Bolt

Recommended Outfits

Outfit Type Oseram Arrowbreaker, Nora Protector, Shadow Stalwart, Shield-Weaver

Recommended Skills

Skill Critical Hit +, Strong Strike +, Leader Strike, Concentration +, Fast Reload, Triple Shot

Fighting Nil is entirely optional; you'll have the choice to decline his challenge, in which case he'll lend his assistance during the penultimate Main Quest. If you decide to honor his final request, bring a Shadow Sling and Tripcaster with plenty of ammunition as well as some spare Resources with which to craft more; a few healing potions are a good idea as well. Nora Protector or Oseram Arrowbreaker Outfit will provide the best protection, with the Arrowbreaker line being slightly more practical if you intend to fight a ranged battle. The 'Concentration' and 'Double/Triple Shot' Skills are helpful if you plan to use arrows, but Fire Bombs and Fire Wires are the best offensive options in this instance.



STRATEGY

Nil will attack with a sword, a bow and a unique type of flash bombs similar to the disorienting attack used by Watchers, and will switch between these throughout the encounter; by keeping a close eye on which weapon he is currently holding, you can anticipate his attacks with relative ease and react to them as necessary. His flash bombs are bothersome but you can avoid their effects by breaking line of sight or wearing the advanced versions of the Shadow Stalwart Outfit, so use the terrain differences and obstacles in the area as cover to avoid being caught in the blasts. Nil will periodically draw his sword and rush straight toward you, offering prime opportunities to lure him into Traps or Tripwires.

The safest and most effective strategy is to strike Nil with Fire Bombs – not only will these immobilize him and allow you to follow up with headshots or other attacks while he burns, but the blast radius will often catch him when he attempts to roll out of the way. Shock Bombs will work as well, though they'll inflict less damage of their own; you may also plaster Nil with Sticky Bombs while he is shocked or burning and simply switch back to an incapacitating ammunition type as he stands up. Make good use of the cover in this area to obstruct Nil's ranged attacks and keep an eye on your health; when he falls, speak to him one last time to conclude the encounter.







HELIS

Found in Main Quest 'The Face of Extinction (P.359)

Stats

Unit Type	HP	Attack Type	Damage	Additional Info
Helis	2000	Napalm Grenade	50 Fire Damage on contact, 40 Fire Damage per second within lingering effect area	Can block all single-target projectiles when not attacking.
		Light Attack	175 (up to ×3 Combo)	Completely immune to all command attacks such as Silent Strike and Critical Hit.
		Strong Attack	250 (up to ×2 Combo)	
		Leaping Attack	300	

Loot

Drop Chance	Amount	Item
Guaranteed	200	Metal Shards
	1	Crystal Braiding
	3	Weave - Very Rare
Medium	20-80	Metal Shards
	5	Desert Glass
Low	2-4	Resource Supply Box
	5	Health Potions (assortment of Health Potion, Full Health Potion, Health Boost Potion)
	5-7	Shock Trap
	5-7	Detonating Blast Trap
	5	Slagshine Glass
Extremely Low	1	Reflective Ancient Charm
	1	Polished Ancient Charm
	1	Smooth Ancient Charm
	1	Irregular Ancient Charm
	1	Notched Ancient Charm

Recommended Weapons

Weapon Name	Ammo Type
Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Fire Arrow, Hardpoint Arrow
Shadow Blast Sling	Blast Bomb, Sticky Bomb
Shadow Sling	Fire Bomb
Shadow Tripcaster	Blast Wire, Fire Wire
Deathbringer Gun	Heavy MG Round

Recommended Outfits

Outfit Type Nora Protector, Shadow Stalwart, Shield-Weaver

Recommended Skills

Skill Concentration +, Fast Reload, Triple Shot

You'll have as much preparation time as necessary, so stock up on healing potions, Traps and Resources – you'll need everything you can possibly carry into the long and arduous battle ahead **[→▢ 1/2]**. If you've obtained the Shield-Weaver Outfit, now is a good time to use it; other-

wise equip the Heavy Nora Protector Outfit and apply your strongest melee damage reduction Weaves. The Shadow Sling and Blast Sling are absolute necessities; Fire Arrows are highly recommended and Tripwires can be helpful as well. You should already have most if not all of the crucial combat Skills unlocked at this point, but be sure you've learned Concentration + and Triple Shot at bare minimum.

STRATEGY

While Helis poses the greatest threat in this encounter, the cultists that appear with him can be extremely troublesome if you don't eliminate them quickly. Begin by eliminating the Cultist Heavy near your starting position using heavy attacks with the Lance, then retrieve his Deathbringer Gun and use it to pick off the remaining cultists before Helis reaches you. You may need to abandon the weapon and take evasive action if Helis closes in before you can finish the other enemies, in which case do your best to stay out of his way while you eliminate the stragglers with headshots or heavy melee attacks.

You may use any ammunition remaining in the Deathbringer Gun to attack Helis, but he has the ability to block direct attacks with his arm when not performing another action and will usually do so if you take potshots at him; instead, keep as much distance from him as possible and launch Fire, Blast or Proximity Bombs at his feet, or Sticky Bombs at his body while continually backing away **[→▢ 1–3]**. If you can establish enough space to safely lay Blast Traps or Proximity Bombs next to the Blaze Containers scattered throughout the area, you can lure Helis toward them for considerable damage when they explode; you may also detonate them manually using Fire Arrows. The Lance will inflict heavy damage on Helis, but using it requires you to engage him in close quarters and puts you at high risk of succumbing to his deadly melee attacks.

Your location will come under fire from Deathbringers as you damage Helis and when his health drops below about 50%, the outer stairway connecting the upper and lower halves of the battlement will begin to collapse. Keep the fight to the upper section from this point onward, so that you have more escape options available **[→▢ 4]**. You'll have less room to work with, but you can always use the Slip-Line to escape to the lower area in an emergency. Continue to wear away at Helis with attacks he can't block such as bombs and Tripwires until he collapses, then speak with him to end the battle once and for all.


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WILDLIFE TARGETS

WILDLIFE

While the machines and many of the people you'll encounter along the road will chase you down looking for a fight, you may take some comfort in knowing that the cute and cuddly animals of Horizon only want to be left alone and will flee at the first sight of Aloy. Unfortunately, you'll need to slaughter droves of fauna in order to upgrade your Satchels and stockpile the meat required for crafting Healing Potions, so use this section of the book to familiarize yourself with the items yielded by each upon defeat.

For the most part, these creatures are evenly distributed throughout the wilds, but there are still a few places where you can increase your odds of finding some of them. Fish tend to favor slow-moving water or lakes, and you will rarely find them trying to make their way up the rapids. Boars prefer the lush vegetation found in woodlands or jungles, so they can be found much more frequently there than in arid desert. If you're just after meat and not any specific skins or bones, then it's worth sticking to areas where you're likely to find Boars, because they can drop a lot more meat than any other animal, which can cut down your gathering time considerably. You'll also come across a large number of animals in and around Settlements, but those individuals have been domesticated and cannot be killed.


Rat


Trout & Salmon


Raccoon

RAT

Health 10

Loot Group	Drop Chance	Amount	Item
1×/2× Guaranteed Loot	Equal	1	Tiny Meat
Possible Loot Chance	Low	1	Rat Bone
	Very Low	1	Rat Skin
	Extremely Low	1	Animal Talisman Tooth
	Extremely Low	1	Animal Talisman Skull
	Extremely Low	1	Animal Talisman Tail

TROUT & SALMON

Health 10

Loot Group	Drop Chance	Amount	Item
1×/2× Guaranteed Loot	Equal	1	Rich Meat
	Equal	1	Fatty Meat
	Equal	1	Bony Meat
Possible Loot Chance	Low	1	Fish Bone
	Very Low	1	Fish Skin
	Extremely Low	1	Animal Talisman Tooth
	Extremely Low	1	Animal Talisman Skull
	Extremely Low	1	Animal Talisman Tail

RACCOON

Health 10

Loot Group	Drop Chance	Amount	Item
1×/2×/3× Guaranteed Loot	Equal	1	Rich Meat
	Equal	1	Fatty Meat
	Equal	1	Bony Meat
Possible Loot Chance	Low	1	Raccoon Bone
	Very Low	1	Raccoon Skin
	Extremely Low	1	Animal Talisman Tooth
	Extremely Low	1	Animal Talisman Skull
	Extremely Low	1	Animal Talisman Tail

RABBIT

Health 10

Loot Group	Drop Chance	Amount	Item
1×/2× Guaranteed Loot	Equal	1	Rich Meat
	Equal	1	Fatty Meat
	Equal	1	Bony Meat
Possible Loot Chance	Low	1	Rabbit Bone
	Very Low	1	Rabbit Skin
	Extremely Low	1	Animal Talisman Tooth
	Extremely Low	1	Animal Talisman Skull
	Extremely Low	1	Animal Talisman Tail

GOOSE

Health **10**

Loot Group	Drop Chance	Amount	Item
1×/2×/3× Guaranteed Loot	Equal	1	Rich Meat
	Equal	1	Fatty Meat
	Equal	1	Bony Meat
Possible Loot Chance	Low	1	Goose Bone
	Very Low	1	Goose Skin
	Extremely Low	1	Animal Talisman Tooth
	Extremely Low	1	Animal Talisman Skull

BOAR

Health **44**

Loot Group	Drop Chance	Amount	Item
3×/4×/5× Guaranteed Loot	Equal	1	Rich Meat
	Equal	1	Fatty Meat
	Equal	1	Bony Meat
Possible Loot Chance	Low	1	Boar Bone
	Very Low	1	Boar Skin
	Extremely Low	1	Animal Talisman Tooth
	Extremely Low	1	Animal Talisman Skull
	Extremely Low	1	Animal Talisman Tail

FOX

Health **10**

Loot Group	Drop Chance	Amount	Item
1×/2×/3× Guaranteed Loot	Equal	1	Rich Meat
	Equal	1	Fatty Meat
	Equal	1	Bony Meat
Possible Loot Chance	Low	1	Fox Bone
	Very Low	1	Fox Skin
	Extremely Low	1	Animal Talisman Tooth
	Extremely Low	1	Animal Talisman Skull
	Extremely Low	1	Animal Talisman Tail

TURKEY

Health **10**

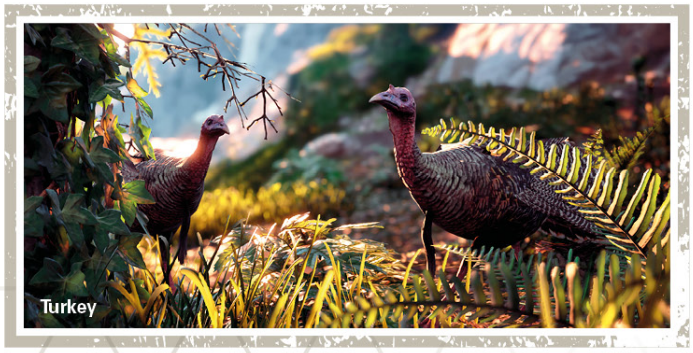
Loot Group	Drop Chance	Amount	Item
1×/2×/3× Guaranteed Loot	Equal	1	Rich Meat
	Equal	1	Fatty Meat
	Equal	1	Bony Meat
Possible Loot Chance	Low	1	Turkey Bone
	Very Low	1	Turkey Skin
	Extremely Low	1	Animal Talisman Tooth
	Extremely Low	1	Animal Talisman Skull
	Extremely Low	1	Animal Talisman Tail















Quest Guide



Aloy's long quest to find answers is, in reality, a connected series of smaller quests, each one revealing its own secrets and paving the way forward. If you're also willing to help the people she meets along the way then you'll soon be facing tough decisions about where to go and what to hunt. This chapter will make those decisions easy and guide you from the first quest to the last.



About This Chapter

This chapter will guide you through every one of Horizon's Main Quests, Side Quests, Errands and Activities. There's a great deal of variety in the different quest types and activities, so here we'll explain how we're covering each one to best suit its needs.

Spoiler Level
A quick note about the spoiler level of this chapter – it can be very high if you read through the text for a quest you haven't yet completed, but it won't spoil anything at a glance. This chapter is best consulted as you play through the game, ideally when you want to prepare for a new quest, or need help advancing.

Main Quests

The Main Quests form your primary path of progress through the game. As such, we've used them as the basis for a flowchart system that provides a recommended order of quests and activities.

1 Overview Map

On each quest's Overview map covers the area from the place the quest begins until the location at which it ends. Most of this space is often taken up by the journey to your objective, and in addition to essential resources such as Campfires and Merchants, we've highlighted important Side Quests and Activity locations at the point when it would be ideal to tackle them. Use this in combination with the Objective Overview chart to plot your route through the game and decide what you want to tackle next.

2 Datapoints
Showing the locations of all Datapoints on the Main Quest maps would in some cases lead to overcrowding them with icons, and wouldn't have provided a full picture of their locations, so we chose not to present them here. If you're looking for Datapoints in general, or the location of a specific one, head over to the Region Guide chapter, starting on P.506. Every last Datapoint location is catalogued there, accompanied by a screenshot.

3 Objective Overview Chart

The Objective Overview chart lists all quest objectives in order. In the Main Quests section it also describes the points of interest you'll find as you make your way between objectives, letting you know if it's a good time to tackle something other than the next Main Quest objective.

4 Objective Types

We've split each objective or group of objectives into three categories and given each one a distinct icon to help you get prepared at a glance. These icons are used at the beginning of each objective's text, and the categories are:

Icon Traversal	Icon Investigation	Icon Combat
		

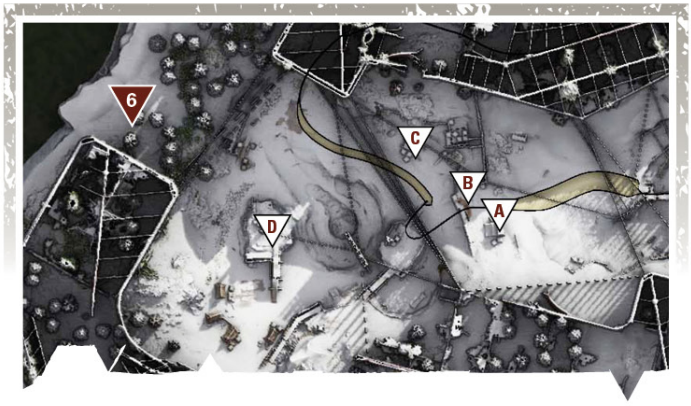
5 Objective Maps

All Main Quests, Side Quests and Errands feature Objective Maps that show the quest area and the locations of each objective (or objective group) to help you follow the text.

6 COMBAT MAPS

If an objective is heavily combat focused then we treat it a little differently to others. A Combat Map is shown, allowing the strategy's key positions to be clearly presented, and the text will reference these positions. There will also sometimes be different approaches to a battle, which we separate in their own box.





Story Notes
Sometimes an event with significance in later quests will occur, or there may be something we want to avoid spoiling for you. In these instances you'll find a Story Note box (which looks just like this one) to help explain things without interfering with the walkthrough text.

Icon Legend

07	Objective
09/06-09	Objective Group
	Side Quest
	Settlement
	Outpost/Gate
	Campfire
1	Merchant (Tier 1)
2	Merchant (Tier 2)
3	Merchant (Tier 3)
4	Merchant (Tier 4)
	Specialty Merchant

	Metal Flower
	Vantage Point
	Ancient Vessel
	Banuk Artifact
	Tallneck
	Bandit Camp
	Cauldron
	Hunting Ground
	Corrupted Zone
	City Ruins
	Grazer Dummy
	Loot

SIDE QUESTS & ERRANDS

Side Quests and Errands work in the same way as the Main Quest walkthrough, but without the Overview Map. The Objective Overview chart is present, but since it's not linked to the Overview Map it doesn't include the optional activities between objectives.

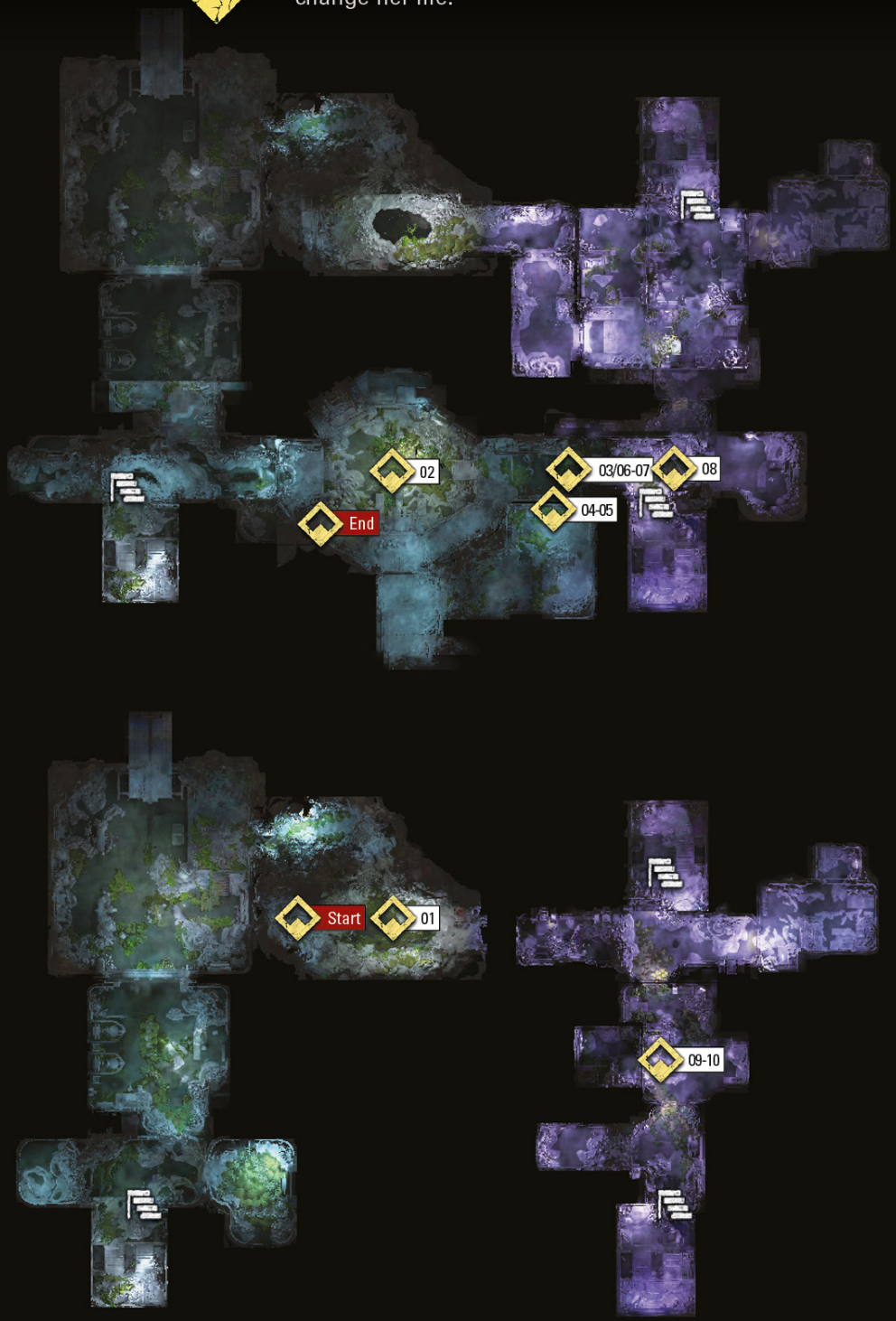
ACTIVITIES

Each Activity is covered in a way that suits it best. Bandit Camps and Corrupted Zones, for example, benefit a lot from the Combat Map system, so they always have a map with key position points marked that are referred to in the text. Hunting Grounds are similar, but the positions on the map are shared between the three Trials at each Hunting Ground. Cauldrons are longer affairs, so a series of numbered points is used to guide you through their vast corridors to the core. Each one begins with the approach to the Cauldron, for which key position points are used.



A GIFT FROM THE PAST

Trapped underground, Aloy searches for a way out – and makes a discovery that will forever change her life.

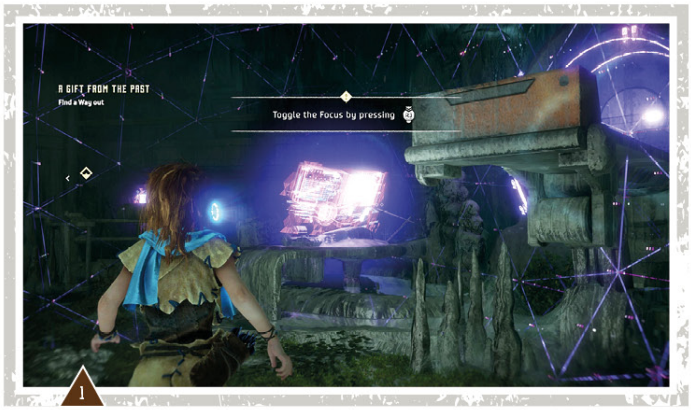


Prerequisites	–
Unlocks	Main Quest 'Lessons of the Wild' (P.274)

OBJECTIVES OVERVIEW

01	Find a Way Out
02	Examine the Strange Object
03	Find a Way back to the Surface
04	Use the Device to Scan the Room
05	Use the Holo Lock
06	Return to the Door
07	Open the Door
08	Find a Way out
09	Scan the Device
10	Find a Way out

01 With no apparent way back out of the cave you find yourself in, the only choice is to push forward in the hopes of finding an exit. There are two tunnels leading out of the cave, and both lead to the same small hole that you'll need to crouch to get through. As you progress through the old ruin you'll come across areas that are blocked off by stalactites and stalagmites, but with no way of breaking through them, you're unable to get the items behind them at this time. Continue through the ruins until you come to a room where a sunbeam is drawing your attention to a mysterious device on a corpse.



1

02/03 Approach the corpse and inspect the strange item to trigger a cut-scene, during which you will acquire a Focus device. With your Focus, you can scan the environment to highlight objects by pressing R3 and aiming the reticule at them **[→▭ 1]**. Continue through the room and approach the locked door at the end.

04–07 When you get close to the door, activate your Focus to scan the area around it and you'll see some power cables leading to a Code Nexus in an adjacent room. Follow the walkway along the wall until you can enter a doorway that will lead you into the room with the Code Nexus. If you look at the Code Nexus you'll see a hologram that features a circle with a highlighted section at the bottom, and on the wall to the north there is a Holo Lock that you can rotate; move the lock twice in either direction so that it is pointing down to match the Code Nexus **[→▭ 2]**. Power will be restored to the door once the lock is in the correct position, at which time you can make your way back around and open it to continue.



2

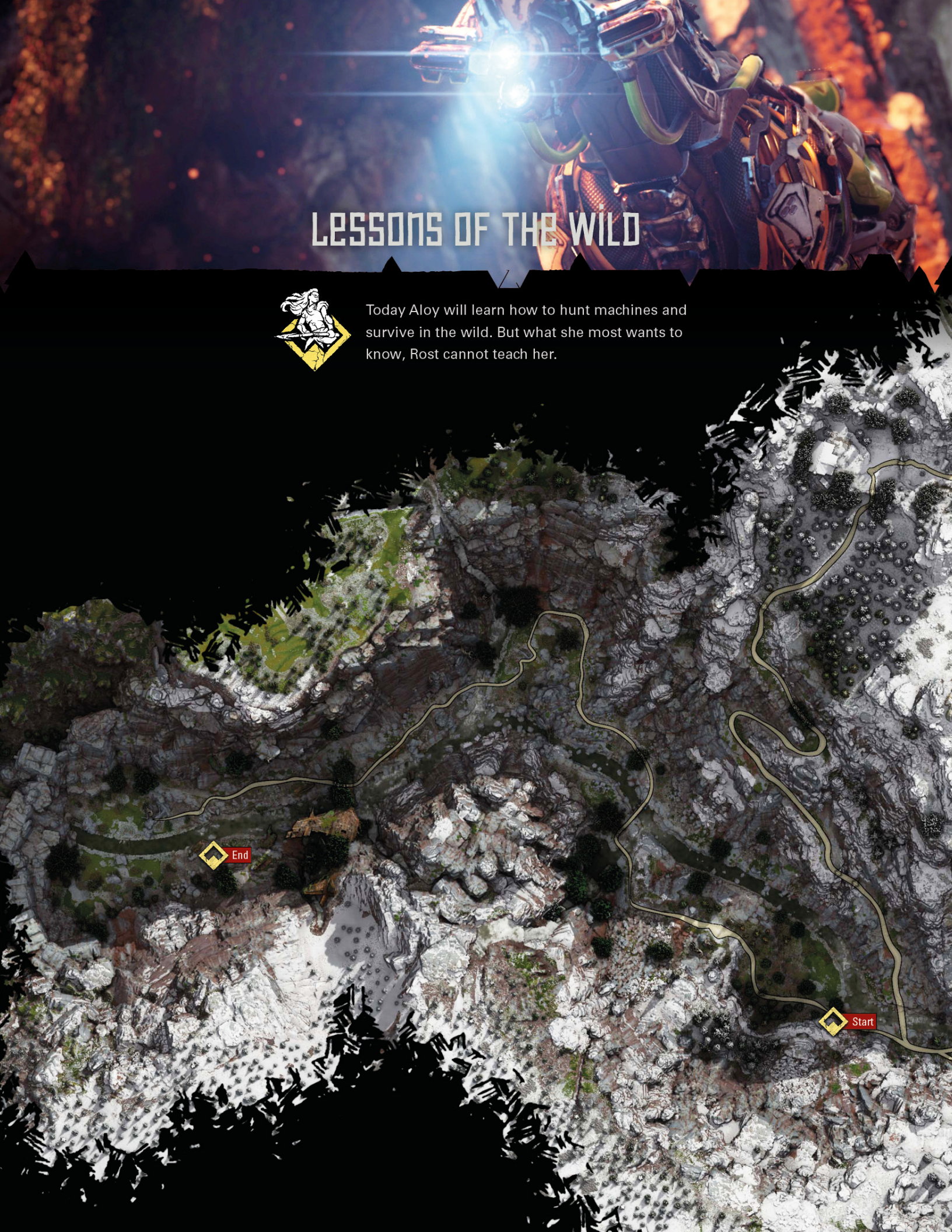
08/09 Directly ahead of you after opening the door you'll find a Datapoint on a shelf, and if you activate your Focus and scan it, the information contained within it will be added to the Datapoints section of your Notebook in the Menu. You'll also get a △ prompt so that you can listen to the audio straight away without having to enter your menu.

There are many of these Datapoints in the game, and you should always take the time to scan them for the valuable information they contain. After scanning that Datapoint, continue down the nearby stairs and along the corridor. Another corpse with a Focus on it is in this room, and scanning it with your Focus will trigger a holographic message left behind by the Old Ones.

10 You can squeeze through the gap in the door at the end of this room, but before doing so, make sure you've scanned all the Datapoints because it will close behind you. Go up the stairs when you come to them, and then proceed through the series of rooms until you start to hear Rost shouting; follow the sound of his voice to an opening and climb up to complete the quest.

LESSONS OF THE WILD

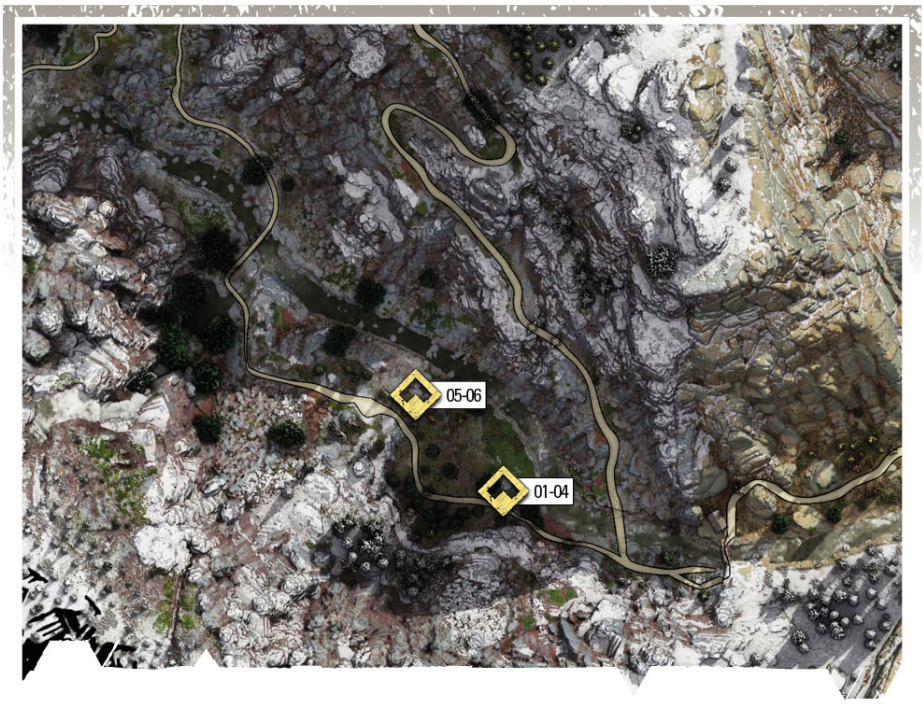
Today Aloy will learn how to hunt machines and survive in the wild. But what she most wants to know, Rost cannot teach her.



Prerequisites	Main Quest 'Gift from the Past' (P.273)
Unlocks	Main Quest 'The Point of the Spear' (P.279)

OBJECTIVES OVERVIEW

01	Follow Rost
02	Gather the Salvebrush Berries
03	Eat the Berries
04	Follow Rost
05	Hide in the Tall Grass
06	Wait for the Watcher to Pass
07	Follow Rost Past the Watchers
08	Follow Rost
09	Gather Rocks
10	Follow Rost
11	Wait for Rost
12	Throw Rocks to Lure the Watcher to Rost
13	Loot the Watcher Carcass
14	Gather Ridge-Wood
15	Craft Hunter Arrows
16	Follow Rost
17	Listen to Rost's Instructions
18	Scan the Strider with your Focus
19	Identify the Strider's Weak Points
20	Kill a Strider
21	Loot the Strider carcass
22	Follow Rost
23	Sneak to the Wounded Boy
24	Lead the Boy to Safety



01–04 Follow Rost as he walks along the trail and, after acquiring a Medicine Pouch from him, go to the patch of Salvebrush Berries that he shows you. Once you have the berries, heal yourself by pressing ⬆ **[→▢ 1]**. Rost continues down the valley after you eat the berries. Stick close to him, because he stops moving if you wander off too far. None of the Resources that you gather during this quest will carry over into the next one, so going off exploring now is not recommended.

05/06 When you reach this point, Rost will spot a group of machines up ahead, so crouch down and move slowly to his position in the tall grass. Stay hidden in the grass and wait for the Watcher to move down the trail **[→▢ 2]**. If at any time you're spotted by one of these Watchers, Rost will kill it for you, but you'll have to start the section again.

Enemy Group

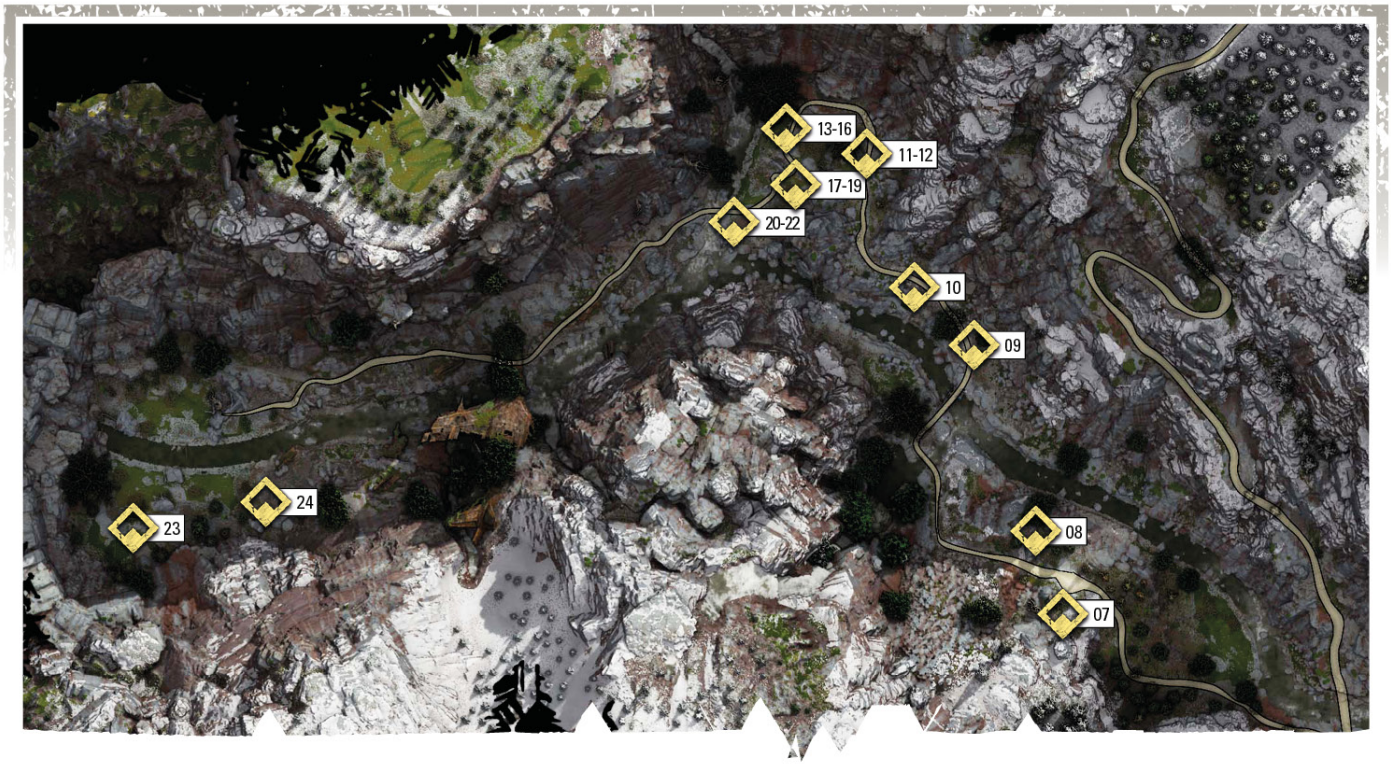
Type	Lvl.	Page
Watcher	5	132



1


2

Lessons of the Wild



07/08 When Rost starts to move across the trail to another patch of tall grass, follow behind him while remaining crouched, so that the other nearby Watchers don't spot you. Wait for the second Watcher to pass by, and then follow Rost back across the trail to a third patch of tall grass. Stay crouched until the third Watcher moves away, and then continue down the trail behind Rost. After crossing a pair of bridges you'll encounter a large herd of Striders, and Rost will intentionally scare them away to demonstrate how easily they startle **[→▭ 1]**.

09/10 After the herd of Striders has left the immediate area, Rost will ask you to gather up three Rocks from the nearby area. You can easily spot them by the loot marker on the ground, and there are more than enough here to meet your needs. Once you have all the required Rocks, follow the trail along and meet up with Rost again.

11/12 Meet up with Rost near the large tree and he'll explain how Rocks can be used to lure enemies into specific locations: when you throw a Rock, enemies





within earshot of where it lands will go to investigate that area. For this lesson, Rost will jump down off the ridge and hide in some tall grass below, and an area near him will become highlighted **[→□ 2]**. Throw a Rock to the designated area to draw the Watcher close to Rost, so that he can take it out with a Silent Strike. If you drop down off the ridge, Rost will kill the Watcher and you'll have to start again.

13–15 With the Watcher taken care of, Rost will call you down off the ridge and instruct you to loot the remains, by pressing and holding down △ **[→□ 3]**. The next lesson involves crafting, and to prepare for it you'll need to gather two bundles of Ridge-Wood from the surrounding area. Be careful not to wander too close to the Strider herd, because if they spot you, you'll have to start again. Now that you have all the Resources you need, open the Weapon Wheel and craft two packs of Hunter Arrows **[→□ 4]**.

Enemy Group

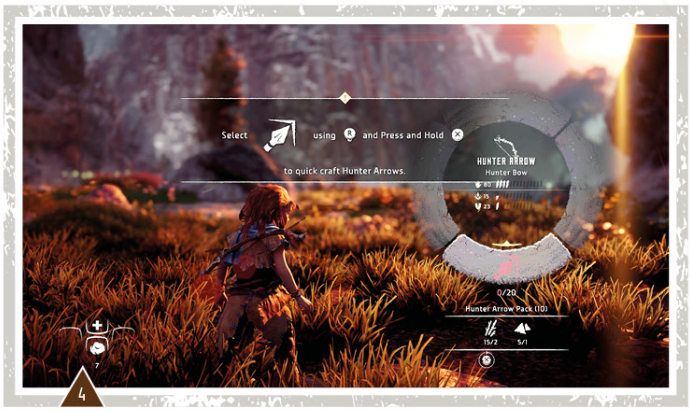
Type		Lvl.	Page
	Watcher	5	132
	Strider	5	137

16–19 Follow Rost to a patch of tall grass, by a tree close to the Strider herd, and then crouch down and listen as he tells you about one of the Strider's weaknesses. Rost then asks you to find another weakpoint; activate your Focus, and then move the reticule along the Strider until you locate and highlight the Blaze Canister near its hindquarters **[→□ 5]**.

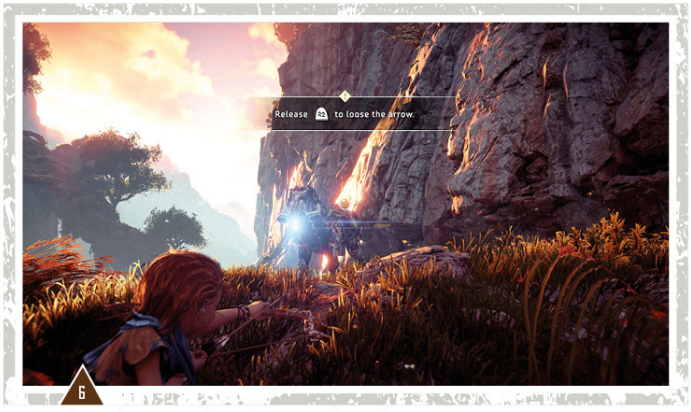
20–22 Now that you've identified both of the Strider's weakpoints, it's time to take down your first machine. You can fire an arrow at either of the weakpoints, but the canister is easier to hit, so that makes a better target **[→□ 6]**. One arrow to a weakpoint will not be enough to take down the machine, so try to get a second shot on a weakpoint or a couple of quick body shots to finish it off before it charges.

The rest of the herd will scatter now, leaving the area clear for you to loot the carcass of the defeated Strider. As soon as you're done looting you'll hear a boy calling out for help – follow Rost down the valley to find out what's wrong. The young Brave you saw earlier has fallen from the Brave Trail he was running along, and now lies injured in a field surrounded by machines; with the aid of the Focus, it's up to you to rescue him.









Lessons of the Wild

ENCOUNTER MAP

23 You start crouched down in a patch of tall grass with a herd of Striders nearby, along with some patrolling Watchers. The Watchers are the biggest threat, since they're more likely to spot you, so take some time scanning the area and tag all of them to make it easier to track their movements. Stealth and timing are the key factors you need to make it to the boy – remember to always remain crouched. If you get spotted, you won't have to do the whole section from the start, only the part where you were detected.

Enemy Group

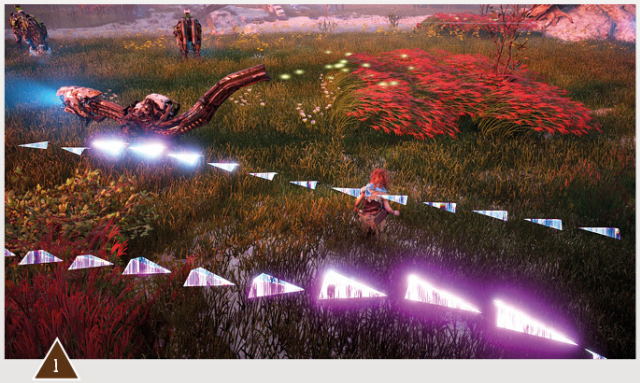
Type	Lvl.	Page
Watcher	5	132
Strider	5	137

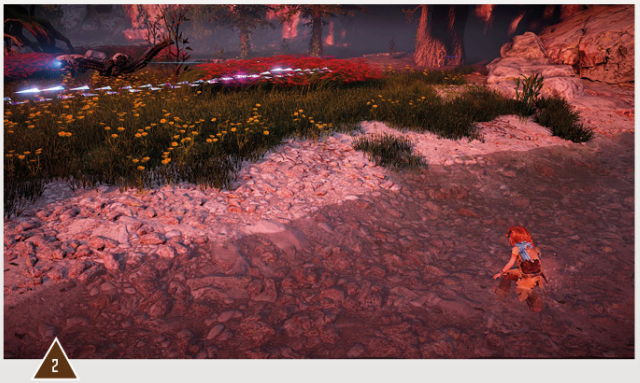
Activate your Focus again and highlight the track of the Watcher closest to you so that you can see its patrol route. Wait for it to start moving past you to the east, and then quietly move south to the next patch of tall grass at **Position A [→☐ 1]**. The next patch of grass you want to reach is at **Position B**, so highlight the track of the Watcher patrolling the area in front of it, wait for the



Watcher to go around the back of the rock to the west, and then make your move for the grass.

When you see the Watcher across the river start to move east along its patrol route, cross the river to the patch of grass at **Position C [→☐ 2]**. Wait here for that same Watcher to make its way back along the patrol route and start heading east again, and then move to the grass at **Position D** to reach the boy.







24 Now that you've met up with the boy you need to lead him safely out of the area, so once you regain control, move to the patch of tall grass directly ahead of you. Highlight the track of the Watcher patrolling the area just ahead, and when it starts heading east towards the tree, advance through the next patch of grass to the east and stop in another patch just beyond it **[→☐ 3]**. Wait here for the Watcher to turn around and start heading away from you, and then continue east to meet back up with Rost and complete the quest.


THE POINT OF THE SPEAR
For years, Aloy has trained to win the Proving. Now, with the ritual just two days away, she must pass a final test of her skills – and learn a final lesson.
x7
Start
Odd Grata
Odd Grata
In Her Mother's Footsteps
The Forgotten
x2
End

THE POINT OF THE SPEAR

Recommended Lvl.	3
Prerequisites	Main Quest 'Lessons of the Wild' (P.274)
Unlocks	Main Quest 'Mother's Heart' (P.283)

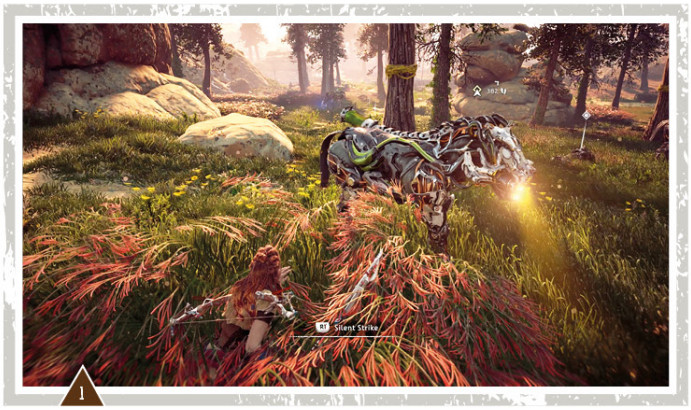
Rewards

+1500 +1

Other +1 Generous Reward Box

OBJECTIVES OVERVIEW

01	Find Rost
	7 Grazer dummies to knock over near Rost's hovel for the 'All Grazer Dummies Downed' Trophy. (P.594)
02	Talk to Rost
03	Craft Fire Arrows
	The 'In Her Mother's Footsteps' Side Quest is a very important one to complete as early as possible because it gives you one of the few damage upgrades for your Spear. (P.366)
	Help Olara find out what happened to her missing brother, Brom by picking up 'The Forgotten' Side Quest. (P.369)
04	Talk to Karst and Trade for a Tripcaster
	Talk to Odd Grata to try and find out how you can help her. (P.422)
	2 Grazer Dummies outside of Mother's Watch (P.594)
	Re-enter the ruins you fell into as a child and use your Spear to enter the previously inaccessible rooms. Datapoints, a large cache of loot, a Collectable and a Power Cell for the 'Ancient Armory' Side Quest can be obtained. (P.372)
	1 Grazer dummy in the Mother's Cradle settlement (P.594)
	1 Grazer dummy near Karst (P.594)
05	Meet Rost at the North Gate
06	Rest at the Campfire
07	Follow the Path of Destruction
08	Kill the Sawtooth
09	Loot the Sawtooth Carcass
10	Talk to Rost



01/02 To find Rost you'll need to travel east along the cliff-side trail and cross the bridge over the river, where you'll catch sight of him standing atop a cliff further to the east. Use the handholds marked by the lengths of yellow rope tied around pieces of wood to scale the cliff, and then start up a conversation with Rost.

Story Note
Because Aloy is still an outcast at this time, you won't be able to enter most of the Settlements within the Embrace, and with the exception of Karst, no Merchants will trade with you.

03 Now that you have access to the entire Embrace area, it's worth taking some time to build up your reserves of Resources by killing some wildlife and machines along the way to this objective. By doing this you can craft some bigger pouches to hold more items, and make sure you have enough Resources to never run out of ammo during battle. As you approach the objective and the herd of Striders, remember to crouch down in the patches of tall grass. Always try to aim for the Canisters on their backs first so that you inflict as much damage as possible with your first shot.

Alternatively, consider investing in the Lure Call and Silent Strike Skills as they will allow you to lure the Striders to you one at a time so that you can kill them quietly without alerting the herd **[→▢ 1]**. Both of those Skills are highly recommended early-game acquisitions as they'll allow you take on groups of enemies that would otherwise prove very difficult at low levels. It's also worth noting that you can gather the required materials for the Fire Arrows in any manner you wish, and do not necessarily have to get them from these



Striders. Once you have all the required Resources, use the Weapon Wheel to craft a pack of Fire Arrows.

04–06 Karst can be found just outside the small settlement of Mother's Cradle, and he has some very useful items for you to purchase **[→▭ 2]**. Use the Scrapper Lens to trade for the Tripcaster, and if you have the Resources it's highly recommended that you pick up either of the Slings to gain access to Freeze Bombs, as well as some Detonating Blast Traps. Both items will make an upcoming encounter much easier. Once you have all the Resources, Skills and Weapons you desire, go to the Campfire near the Northern Embrace Gate to meet up with Rost once more.

07 The carcasses of freshly-slain machines can be found scattered along the path you must take. Be sure to loot all of them, because the Resources you can acquire will help you greatly during your final test. You'll encounter a Watcher near the second group of houses, and if you use the tall grass you can easily sneak up behind it for a Silent Strike **[→▭ 3]**.





THE POINT OF THE SPEAR

ENCOUNTER MAP

08-10 From your position atop the ridge, take the time to scan the Sawtooth with your Focus to identify its weakpoints, then Tag it and highlight its track so that you can easily follow its movements. The Sawtooth patrols around a burnt-out lodge in the middle of the area, and just to the south of that (at **Position A**) there's a patch of tall grass; when it is clear to do so, move into that grass **[→☐ 1]**.



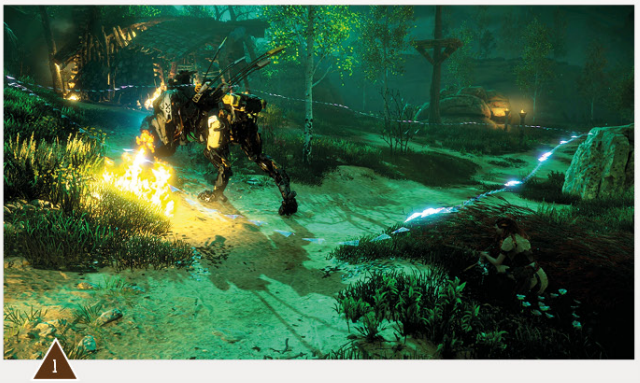
Enemy Group

Type	Lvl.	Page
Sawtooth	15	167

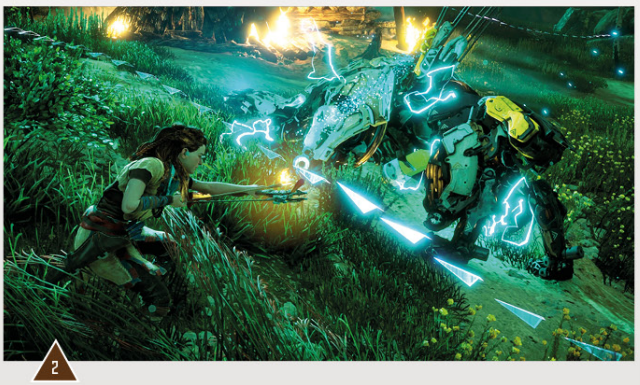
Recommended Loadout

Weapon	Ammo Type
Carja Hunter Bow	Hunter Arrow
Tripcaster	Shock Wire
Sling/Carja Sling	Freeze Bomb
Detonating Blast Traps	

That grass gives you an excellent view of the Sawtooth's patrol route. To give yourself a major advantage in the battle, it's best to use the Tripcaster to set up some traps from this position. The ideal places for tripwires are one between the nearby rock and the lodge at **Position B**, and another between that same rock and the ground just to the west of it at **Position C**. If you have some Blast Traps, drop them on top of the Tripwire at **Position B** and they should detonate when the Sawtooth walks into them, but if your placement was slightly off and they don't, you can always shoot them.



While the Sawtooth is Shocked from the tripwire, you should close in and aim to inflict as much damage as possible. Either try to hit the Canister on its underbelly with Fire Arrows to cause a massive explosion, or if you purchased the Sling, use Freeze Bombs to Freeze the machine, and then pepper it with arrows to its eyes to take advantage of the increased damage **[→☐ 2]**. If it's still alive after your initial salvo, fall back behind your second tripwire and lure the machine into it so that you can repeat the process again. After you've defeated the Sawtooth, loot the carcass to trigger a cut-scene, during which you'll automatically talk to Rost and complete the quest.





MOTHER'S HEART

An outcast since birth, Aloy has never been allowed inside the walls of the Nora capital – until tonight's annual festival on the eve of the Proving.



MOTHER'S HEART

Recommended Lvl.	4
Prerequisites	Main Quest 'The Point Of The Spear' (P.279)
Unlocks	Main Quest 'The Proving' (P.286)

Rewards

+2000 XP +1

Other Nora Brave Outfit

OBJECTIVES OVERVIEW

01	Talk to Rost
02	Enter Mother's Heart
03	Talk to Your "Old Friend"
	2 Grazer dummies near a large lodge (P.594)
04	Go to the Matriarch's Lodge
05	Scan with your Focus to see what it detected
06	Talk to the Man Wearing a Focus
07	Go to the Blessing Ceremony
08	Talk to Teersa
09	Enter the Hunters' Lodge
10	Confront Bast
11	Go to Bed

MOTHER'S HEART



01/02 After passing Rost's final test and showing that you're ready, it's time to start heading towards the largest Nora settlement, Mother's Heart, where you'll find Rost standing just outside, waiting for you **[→▭ 1]**. After your conversation with Rost you'll be able to continue into Mother's Heart, but before doing so, make sure you've done everything you want to do outside because you'll not be able to leave again for a while.


1

03 The annual festival inside Mother's Heart is in full swing, and you should take some time to explore the settlement to take in all the different performances. Of particular note is a story being told by one of the Matriarchs to a group of children that tells you a lot about the history of the Nora. There are also numerous Supply Crates around the settlement that you can loot for some additional Resources.

To start with, however, follow the path around to the east to meet someone you have not seen since childhood **[→▢ 2]**. Teb has become quite the craftsman in the time since you saved him, and as thanks he has made a special Nora Brave outfit that he'll give you at no charge. While that outfit is a step up over your normal one, if you have enough shards, it's highly recommended that you purchase and equip the Nora Protector Light outfit to gain some additional melee defense.

04 Continue along the path around the outskirts of the settlement and you'll run into another acquaintance – the trader Karst. He doesn't have any new wares, but if you haven't already done so, it's worth picking up the Sharpshot Bow because it will be very useful in the next quest. Once you've stocked up on gear, carry on along the path and approach the crowd gathered outside the Matriarchs' Lodge to begin a cut-scene **[→▢ 3]**.

05/06 During the speech by the Carja High Priest your Focus will detect a strange signal and automatically activate its scanning mode. If you look around the crowd you'll see the red pulses of the signal emanating from a person, so hover the reticule of your Focus on him to complete the scan **[→▢ 4]**. Now that you know the source of the signal is another Focus, walk over and talk to the person wearing it and he'll introduce himself as Olin.

07/08 After your conversation with Olin and Erend it's time to go back down to the south end of the settlement for the main event of the festival, the Blessing Ceremony. Approach the stage once you get close and Teersa will tell you to take a seat so that the ceremony can begin **[→▢ 5]**.

09 Before going down to the Hunter's Lodge, take some time to speak with Teersa, Erend and Olin after the ceremony – try to get as much information out of them as you can. If you have any last-minute preparations you want to make before the Proving, now is the time to do so – once you enter the lodge, there'll be no turning back.

10/11 Inside the lodge, you'll be confronted by another face from your childhood, although a much less friendly one. Bast will begin insulting you straight away, so before you can retire for the night you'll need to go over and confront him. The way this scene plays out is determined by how you reacted to Bast's threat when Aloy was a child. Once Bast has been dealt with you can either go straight to bed, or talk to Vala, one of the other initiates, first.


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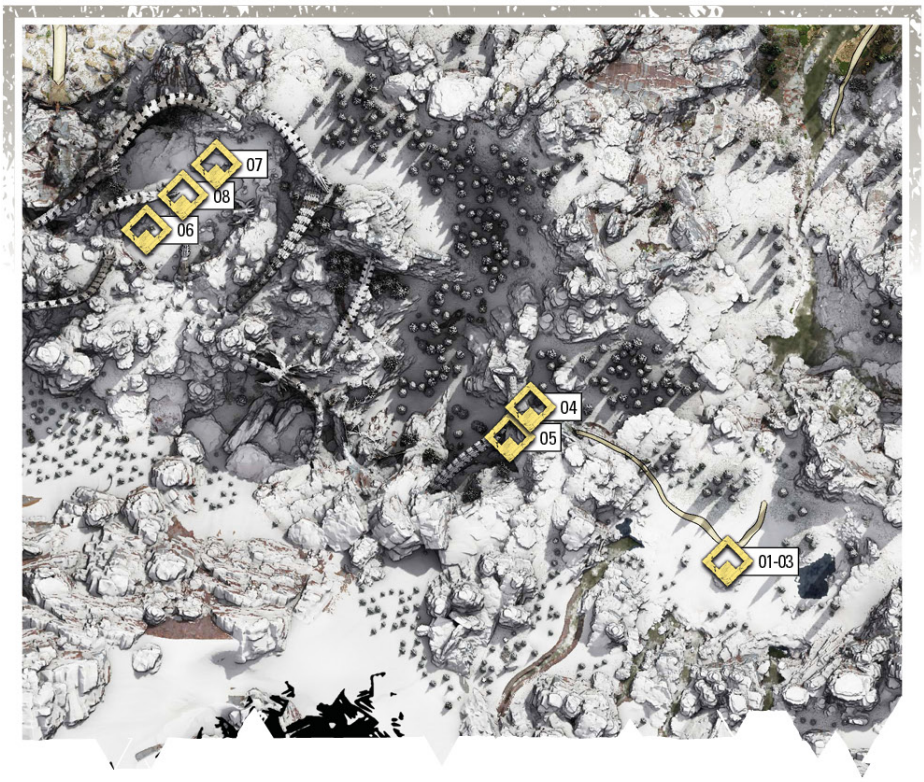

5


THE PROVING
Today is the day. Aloy will win the Proving and compel the High Matriarchs to reveal the secrets of her birth… or die trying.
End
Start

Recommended Lvl.	5
Prerequisites	Main Quest 'Mother's Heart' (P.283)
Unlocks	Main Quest 'The Womb of the Mountain' (P.289)
Rewards	
XP +2500	+1
Other	–

OBJECTIVES OVERVIEW

01	Climb up to the Proving Grounds
02	Kill a Grazer
03	Loot a Second Trophy
04	Go to the Start of the Brave Trail
05	Run the Abandoned Brave Trail
06	Run the Abandoned Brave Trail
07	Kill the Attackers
08	Loot the Enemy Leader



01–03 During the cut-scene you'll automatically make your way up to the Proving grounds, and when you regain control, the herd of Grazers nearby will already be stampeding through the area. You need to kill one of those Grazers and loot the carcass, so if the herd is close enough to you, and still grouped up, it can be very effective to drop a Shock Wire in front of them to Shock the group. Once that's done you can shoot a Fire Arrow into the Canister on one of them to cause a massive explosion and either kill or greatly damage a few of them. If they've already spread out, going straight to the Fire Arrows is a better course of action **[➔▢ 1]**.

Enemy Group

Type	Lvl.	Page
Grazer	8	145

Recommended Loadout

Weapon	
Carja Hunter Bow	Hunter Arrow/Fire Arrow
Tripcaster	Shock Wire

The Grazer herd will continuously circle the area, and since you need to loot a carcass to claim your trophy and advance, you can just take your time and kill all of them if you wish. Doing that gives a very nice amount of XP, especially if you're using Canister explosions to kill them. After claiming your trophy, a cut-scene will trigger during which Bast will fire an arrow at it and destroy it, which means you need to claim a second one. If you previously killed all the Grazers you will be unable to simply loot one of their carcasses, because all the loot has been removed. Thankfully, however, a fresh, smaller herd of Grazers have been let loose in the area, so you can kill all of them and loot one of their carcasses for your trophy.

04–06 Now that you finally have your trophy, it's time to try to catch up with the other participants. Head northeast towards the start of the Brave Trail and climb up the ledges until a cut-scene starts. One of the elder braves will tell you about the old abandoned Brave Trail, and since you're so far behind, using it is your only hope. This trail provides you with such a significant shortcut that you do not need to rush, and regardless of how slowly you take things, if you make it safely onto the slip-line at the end, victory in the Proving is guaranteed.



THE PROVING

ENCOUNTER MAP

07/08 Your victory in the Proving is short-lived, because no sooner than it's announced, a band of mysterious attackers descend on the area and attempt to kill everyone. There are four attackers at first,

Enemy Group

Type		Lvl.	Page
	Attacker (ranged)	6	248
	Attacker (melee)	6	245
	Leader	10	251

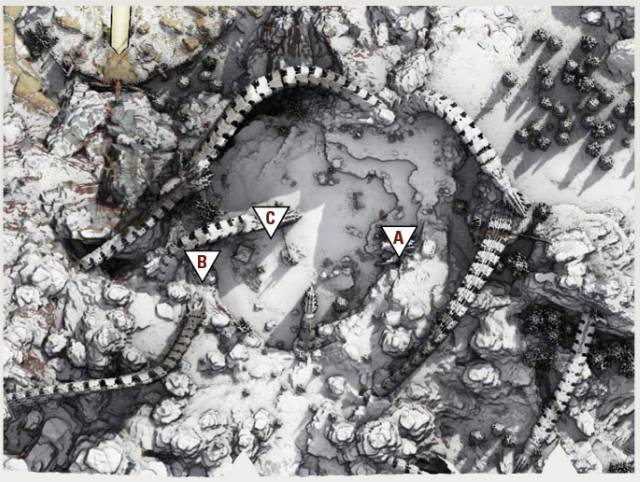
Recommended Loadout

Weapon	
Carja Hunter Bow	Hunter Arrow/Fire Arrow
Sharpshot Bow	Precision Arrow
Tripcaster	Shock Wire

each one raining Fire Arrows down from a ridge north-east of where you start. If you have the Sharpshot bow, you can easily pick all of them off from your starting position. Alternatively, if you need to get closer, there are some handholds at **Position A** that you can use to get up to the ledge and fight them from there.

As soon as they've been defeated you'll get another cut-scene, after which a second group of attackers will move in and you'll return to the initial starting point. This group will come rushing towards you all at once. Your first goal should be to split them up, and the perfect place to do that is behind the large guard tower at **Position B**. If you're quick, you should be able to lay down some Shock Wires on one side to slow down the oncoming enemies while you deal with the ones on the other side. R2 attacks with your spear are generally the best way to take out these enemies, but if you want to increase your odds even more, you can shoot them with Fire Arrows to burn them and stop them from attacking for a short while.

Once the last member of that group has fallen, four more will drop down into the area, this time consisting of two rushers and two archers on the ridge. If you're behind the guard tower when they appear they won't immediately spot you, which will allow you to pick them off easily with Precision Arrows. If you get spotted, you can still use the tower for cover while you take on the rushers before engaging the two archers. All the enemies here drop Health Potions, so if you take damage, make sure to loot the corpses to replenish your supplies.



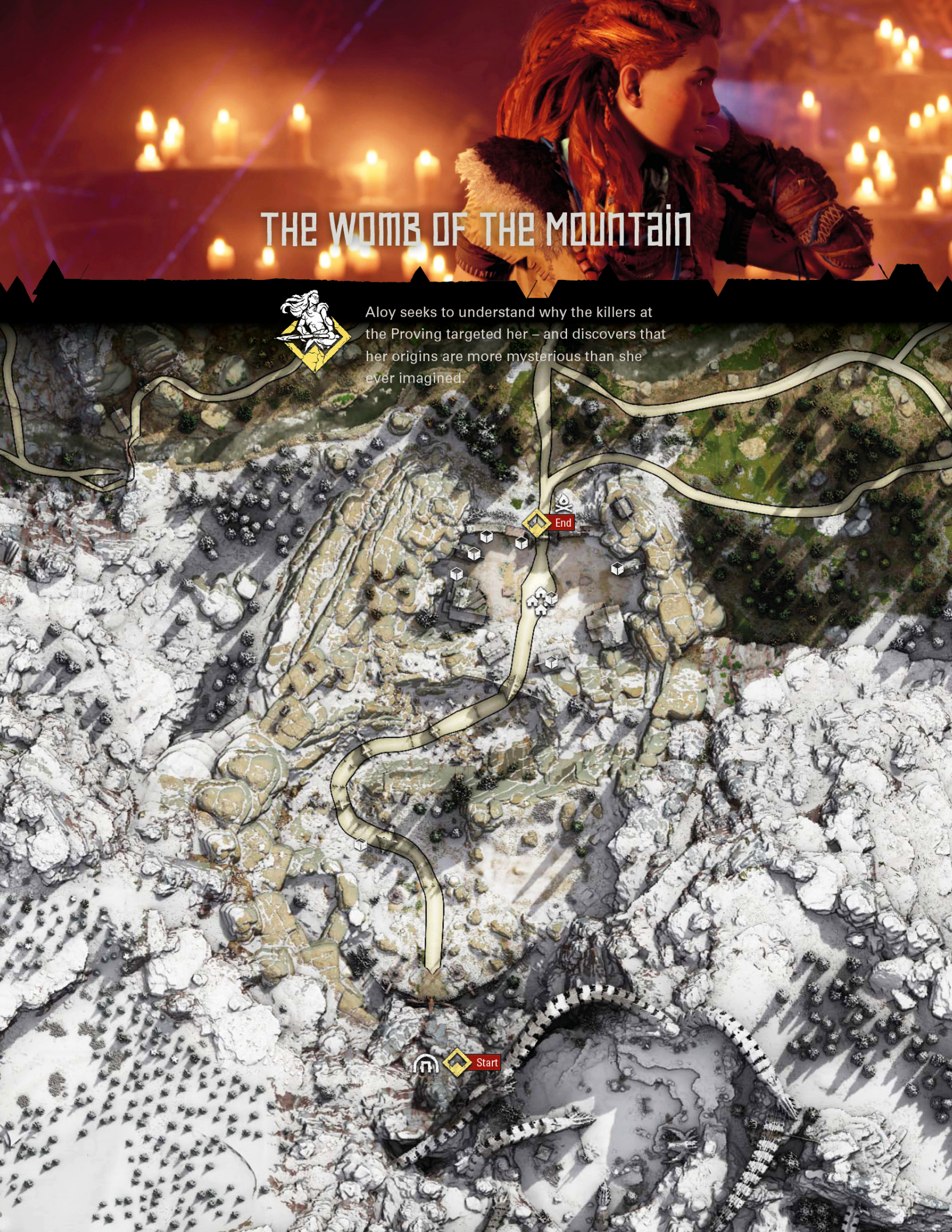
Another cut-scene will play after you dispatch the last members of the previous group, and then one final wave of enemies will appear – this time accompanied by a leader with a heavy weapon. You'll start again behind the rock at **Position C**, and the leader will start making his way down towards you straight away, while three archers provide covering fire from up on the ridge. The Deathbringer Gun wielded by the leader can inflict a lot of damage, so you'll want to stick behind cover while he approaches and set up a trap **[→▭ 1]**.



Use your Focus to tag the leader, and then watch to see which way he moves; once you know, lay down a Shock Wire on that side, and if possible put an explosive trap down as well. Once the Leader springs your trap you should be able to finish him off without him being able to fire a shot. Now all that's left is for you to pick up his Deathbringer Gun and use it to finish off the attackers on the ridge. Once the area is clear, loot the corpse of the enemy leader to see if you can find a clue as to their identity, after which the Proving will come to a close during a cut-scene, with huge ramifications for Aloy's quest.

THE WOMB OF THE MOUNTAIN

Aloy seeks to understand why the killers at the Proving targeted her – and discovers that her origins are more mysterious than she ever imagined.



THE WOMB OF THE MOUNTAIN

Recommended Lvl.	7
Prerequisites	Main Quest 'The Proving' (P.286)
Unlocks	Main Quest 'A Seeker at the Gates' (P.293)

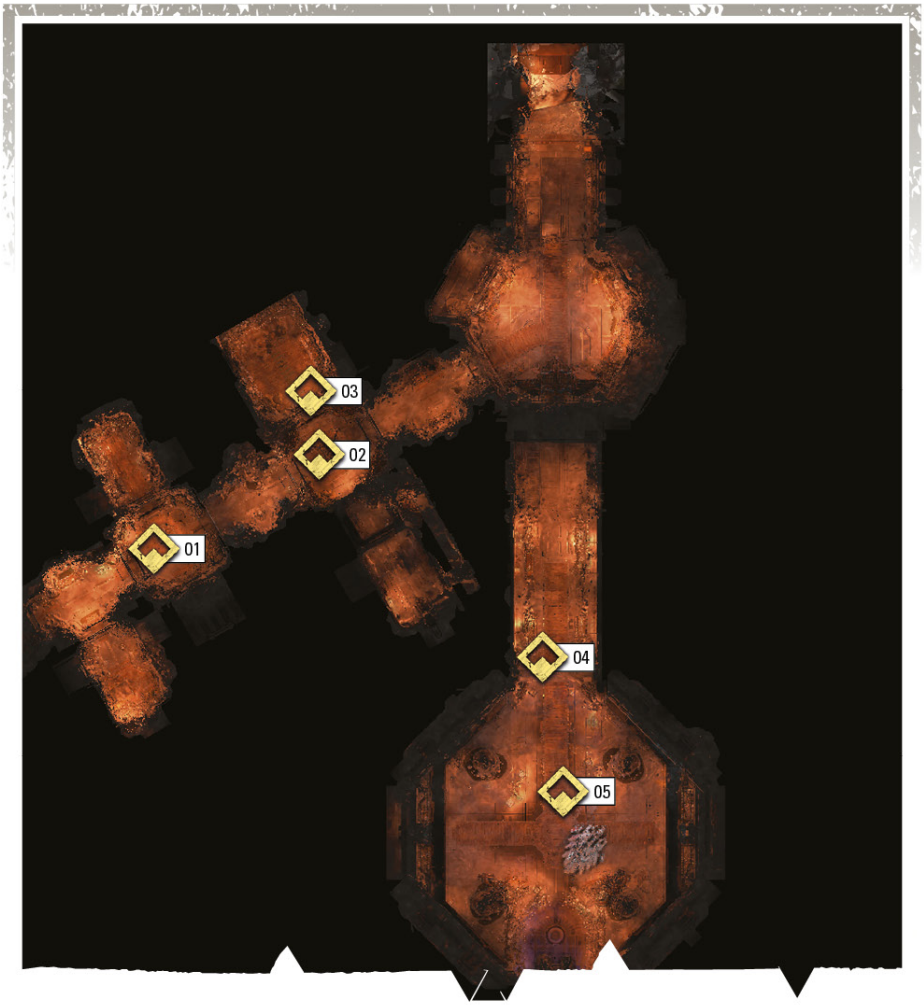
Rewards

+3500 +1

Other PSI Overrides

OBJECTIVES OVERVIEW

01	Search for your Focus
02	Search for your Equipment
	You can access a small vent in one of the nearby side rooms that leads you to another Power Cell for the 'Ancient Armory' Side Quest. (P.372)
03	Follow Teersa
04	Talk to Teersa
05	Follow Teersa out of the Mountain
06	Talk to Resh, the new War Chief
07	Kill the "Demon" and Corrupted machines
08	Examine the "Demon" carcass



01/02 You awaken in a candle-lit cave with no Focus, no access to your menus, and no gear. Tracking down your belongings is your main priority. Exit the room you're in, and follow the path around to the north to reach another room, where a cut-scene will lead to the recovery of your Focus. Continue heading east through a pair of bunker doors, and then enter the room to the north to find your equipment, along with the damaged Focus from the mysterious attacker during the Proving **[→▭ 1/2]**.





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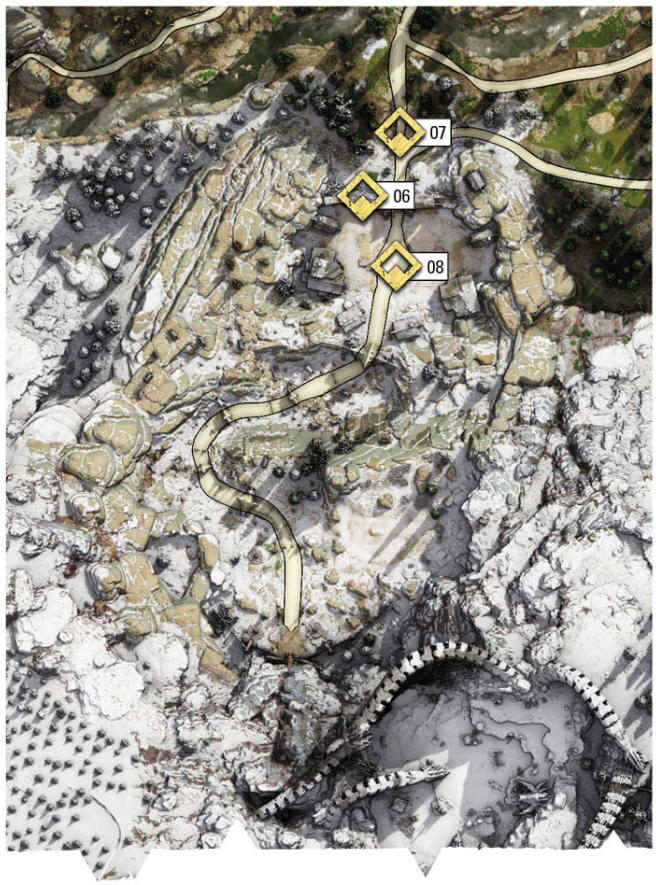
03–05 Follow Teersa as she leads you through the area towards a metal door, and then talk to her once she stops near it. After the cut-scene, follow Teersa back out of the mountain, where you'll meet up with the other High Matriarchs **[→▢ 3]**.

06 After being anointed a Seeker by the High Matriarchs you're told to head to the Main Embrace Gate. Before you can get there, however, you'll first need to descend the mountain and speak to the new War Chief, Resh, and get him to open the gates of Mother's Watch. Before talking to Resh you may want to speak with Teb, who's standing near the gate, and be sure to loot all the Supply Crates in the area, because you're going to need the Resources very soon **[→▢ 4]**.

As soon as you talk to Resh an encounter will begin, so it's best to take the time now to set up some traps. Start by stringing a couple of Shock Wires across the threshold of the gate, and then craft as many Blast Traps and Detonating Blast Traps as you can and place them slightly away from the gate **[→▢ 5]**. Talk to Resh once you're ready.


3

ALL-MOTHER




4


5

THE WOMB OF THE MOUNTAIN

ENCOUNTER MAP

07/08 You'll have a short window of time before the Corruptor and herd of Corrupted Striders break through the gates, and if you've already set up your traps, you can use that time to get behind cover near the large fire at **Position A**. When the enemies come crashing through the gate they should

Enemy Group

Type	Lvl.	Page
Corruptor	18	192
Corrupted Strider	12	137

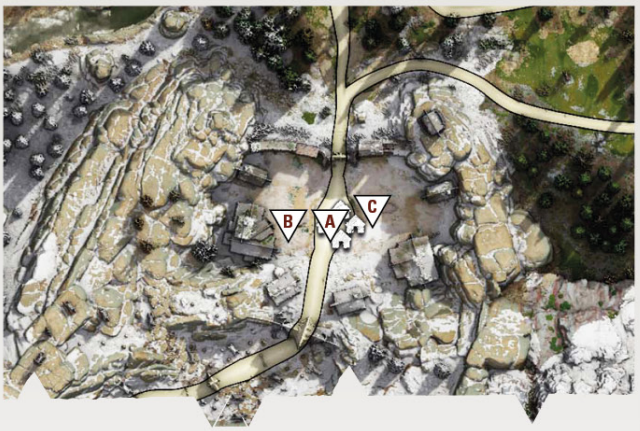
Recommended Loadout

Weapon	
Carja Hunter Bow	Hunter Arrow/Fire Arrow
Tripcaster	Shock Wire
Detonating Blast Trap	
Blast Trap	

trigger your traps, and depending on how many you could set up, you should either severely weaken or kill most of the Striders, and deal some decent damage to the Corruptor **[→▢ 1]**. If any of the Striders survived, try to hit the Canisters on their backs with Fire Arrows to trigger an explosion to further damage the Corruptor.

Corruptors are very susceptible to overheating, so try to keep them burning as much as possible. While they're burning, keep an eye on the overheat gauge above their head, because once it's full a heat core will be exposed, and hitting that will deal significant damage **[→▢ 2]**. The other main points you should try to target are the two weapon Components, because they too will take much more damage from your shots than the Corruptor's body does.

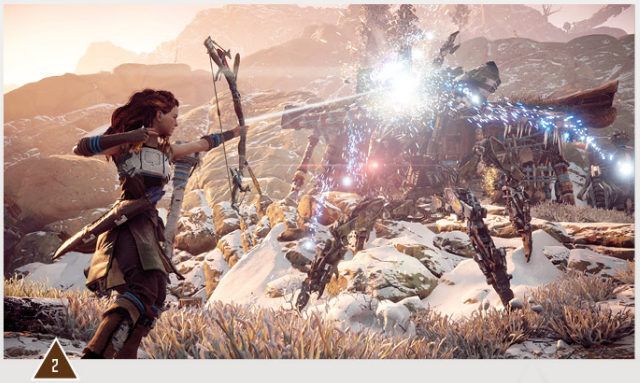




Once the battle gets going, focus on using Fire and Hunter Arrows while evading the Corruptor's attacks. Don't try to use the Tripcaster, because the Corruptor moves around too quickly and jumps a lot. Since it attacks with such force, the fire pit will likely be destroyed, and if that happens you should move around and use either of the wooden huts at **Positions B** and **C** for cover until they too are destroyed.

The R2 attack with your Spear can also be very effective against the Corruptor if you've invested in the Knock Down Skill. It only takes a few hits to knockdown the Corruptor once you have that Skill, and your R2 attacks are strong enough to hit it out of most of its attacks. Once it's down, you'll have plenty of time to safely inflict even more damage.

If the Corruptor was hit by your traps at the start of the fight, or got caught in some Strider Canister explosions, it should not last long (especially if you keep it burning and target only the weakpoints). Search the carcass of the Corruptor once it has been defeated to acquire the Override upgrade for your spear and complete the quest.





Story Note

While you were unconscious after the events of The Proving, some members of the Nora tribe took it upon themselves to bury Rost near his hut in the mountains, even though he was an outcast. From this point on you can visit the grave of your fallen mentor and tell him about recent events that have transpired recently. How you greet Rost will vary based on how you spoke to him during earlier quests, and on subsequent visits the dialog will depend on your progress through the Main Quest. For more on the interactions with Rost's Grave, head to P.638 (but beware of spoilers).

A Seeker at the Gates

Recommended Lvl.	12
Prerequisites	Main Quest 'The Womb of the Mountain' (P.289)
Unlocks	Main Quest 'The War-Chiefs Trail' (P.296) & Main Quest 'The City of the Sun' (P.307)
Rewards	
+6000	+1
Other	–

OBJECTIVES OVERVIEW

01	Test the Override Device on a machine
02	Talk to Varl
03	Go through the Gates of the Embrace
04	Talk to Marea at Mother's Crown
	Speak to Cren to find out about the nearby Nora Hunting Ground, which are an excellent source of XP and Resources (P.458). Going there will also let you pick up the 'Hunting for the Lodge' Errand (P.423), and if you complete all of the Hunters' Lodge related quests you'll gain another ally for the 'All possible allies joined' Trophy (P.599).
	There are 2 more Grazer dummies on the path leading up to the Nora Hunting Ground (P.458)
	You can find Nil sitting beside the road, and if you speak with him he'll arrange to meet you at the Bandit Camp in Devil's Thirst. (P.376)
	Another Grazer dummy is inside the Devil's Thirst Bandit Camp (P.594)
	In the small clifftop Settlement of Mother's Rise you'll be able to acquire the 'Insult to Injury' and 'A Daughter's Vengeance' Side Quests (P.380). You can also pick up Insult to Injury from Enara in Mother's Heart, and finishing 'A Daughter's Vengeance' will also net you an ally towards the 'All possible allies joined' Trophy (P.599).
	2 Grazer dummies in Mother's Rise. (P.594)
05	Clear Corrupted Zones
	Near the north end of the settlement, a man named Lut will give you the location of the Valleymeet Hunting Ground. (P.460)



01–03 Now that your spear has been upgraded with an Overriding device, you need to test it out to ensure it works, and a nearby herd of Striders make for the perfect target. To attempt an Override on a machine it will need to either be unaware of you, or be in a prone state such as Knocked Down or stunned. A stealth Override is generally the easiest approach, however, so either sneak up behind one of the Striders or use Lure Call from some tall grass to bring it to you.

Some machines, such as Striders, become mountable after you Override them, greatly increasing the speed at which you can traverse the world. Mount your freshly overridden Strider and ride it over to the Main Embrace Gate. Just inside the gate you'll find a Merchant, and it's worth checking out their wares because they have a much bigger selection than the other Merchants in the Embrace. Not only can you get maps that show the locations of rare Collectables, but you can also purchase the Carja Sharpshot Bow to gain access to the extremely useful

	Speak to Dral in mother's Crown and she'll inform you about the location of Cauldron SIGMA. (P.469)
	Talking to Den will allow you get the 'Sanctuary' Errand (P.424), and Taim will offer 'Luck of the Hunt.' one. (P.426)
	The Errand 'Shortage of Supplies' (P.427) can be obtained from Sona in Mother's Crown after completing the Main Quest 'Revenge of the Nora' (P.300).
	2 Grazer dummies near the north gate of Mother's Crown.
	Corrupted Zone (Level 15) is near the start of the valley on the way to Daytower. (P.484)
	Corrupted Zone (Level 15) can be found near the end of the valley. (P.490)
	By talking to a man named Lubavad in the settlement of Hunter's Gathering you'll be able to start the 'Underequipped' Side Quest. (P.383)
	2 Grazer dummies can be found behind the tents in Hunter's Gathering (P.594)
	If you return to Hunter's Gathering after opening the gate at Daytower you'll be able to pick up the 'To Old Acquaintance' (P.428)
06	Go to the Carja Border Fort
	Corrupted Zone (Level 20) is next to the lake at the western end of the valley. (P.483)
	You'll find the Two-Teeth Bandit Camp in the mountains just north from the end of the valley. (P.445)
	The Two-Teeth Bandit Camp is also home to another Grazer dummy (P.594)
07	Kill the Corrupted machines
08	Talk to the Commander of the Carja Border Fort
09	Exit the Carja Fort

Tearblast Arrows and greatly improved outfits. Go through the gate and talk to Varl, who will aid you on your path to Meridian. He will also talk to you about the missing War-Chief, Sona.

Story Note

At this point you'll be presented with two different main quest paths: The War-Chief's Trail will lead you to finding out what happened to the missing War Party, or you can press on with this quest and continue your path to Meridian in pursuit of Olin and the larger story. While you can follow either of them now, it's recommended that you track down the War Party first to cut down on potential backtracking, and you'll also get some slightly different dialogue when you eventually talk to Marea in Mother's Crown. Completing that questline is also a prerequisite for starting a later Main Quest, so it's something you must do anyway.

04 On the way to Mother's Crown you should encounter a man named Cren who will tell you about the nearby Nora Hunting Grounds. It's highly recommended that you pay a visit to them now. At this point in the game they are one of the best methods available for getting XP, Resources, and plenty of Metal Shards to buy all the best gear from the Merchant at the grounds. All you need to do is kill all the enemies at the Hunting Ground, loot the carcasses, and then reset the trial to make the enemies appear again and repeat the process. Once you reach Mother's Crown, you'll find Marea near a lodge on the eastern side of the settlement.

05 Before the Carja forces at Daytower will let you pass through the fort and reach Meridian, you'll need to clear out some of the Corrupted machines that they're worried about. To accomplish this goal, you need to clear two Corrupted Zones in total, and any you have previously cleared will count towards that number. There are three Corrupted Zones in the valley on the way to Daytower, so even if you haven't done any, you can easily fulfill the requirements while heading in that direction.

06–09 As you start to approach the border fort into Carja territory, you'll have to pass through the remains of the giant gate that used to signify the edge of Nora-controlled lands. Continue along the path and you'll start to hear fighting coming from the fort ahead, and it turns out that it's under attack. The Corruptor is the main threat, so it's best to focus on that first. You'll get some bonus support damage from the Carja forces in the fort providing covering fire.

Enemy Group

Type	Lvl.	Page
Corruptor	18	192
Corrupted Scrapper	15	151
Corrupted Watcher	12	132

Recommended Loadout

Weapon	
Carja Hunter Bow	Hunter Arrow/Fire Arrow
Carja Sharpshot bow	Tearblast Arrow

If you keep the fight with the Corruptor away from the fort, the Carja forces will often keep the other machines occupied, but you should always be checking your surroundings just to ensure one of them doesn't sneak up on you. Start using Tearblast Arrows to knock off the Corruptor's weapon Components, because that will make the fight against it significantly easier. After that, use Fire Arrows to make it overheat and expose the Heat Core, and then switch to Hunter Arrows and attack the core to finish it off. Take out the remaining machines, and then once the area is clear, approach the fort and they will open the gate so that you can enter and complete this quest.

The War-Chief's Trail

Sona, the War-Chief of the Nora, went missing after an ambush killed dozens of braves. Varl wants Aloy to find her.



Recommended Lvl.	7
Prerequisites	Main Quest 'A Seeker at the Gates' (P.293)
Unlocks	Main Quest 'Revenge of the Nora' (P.300)

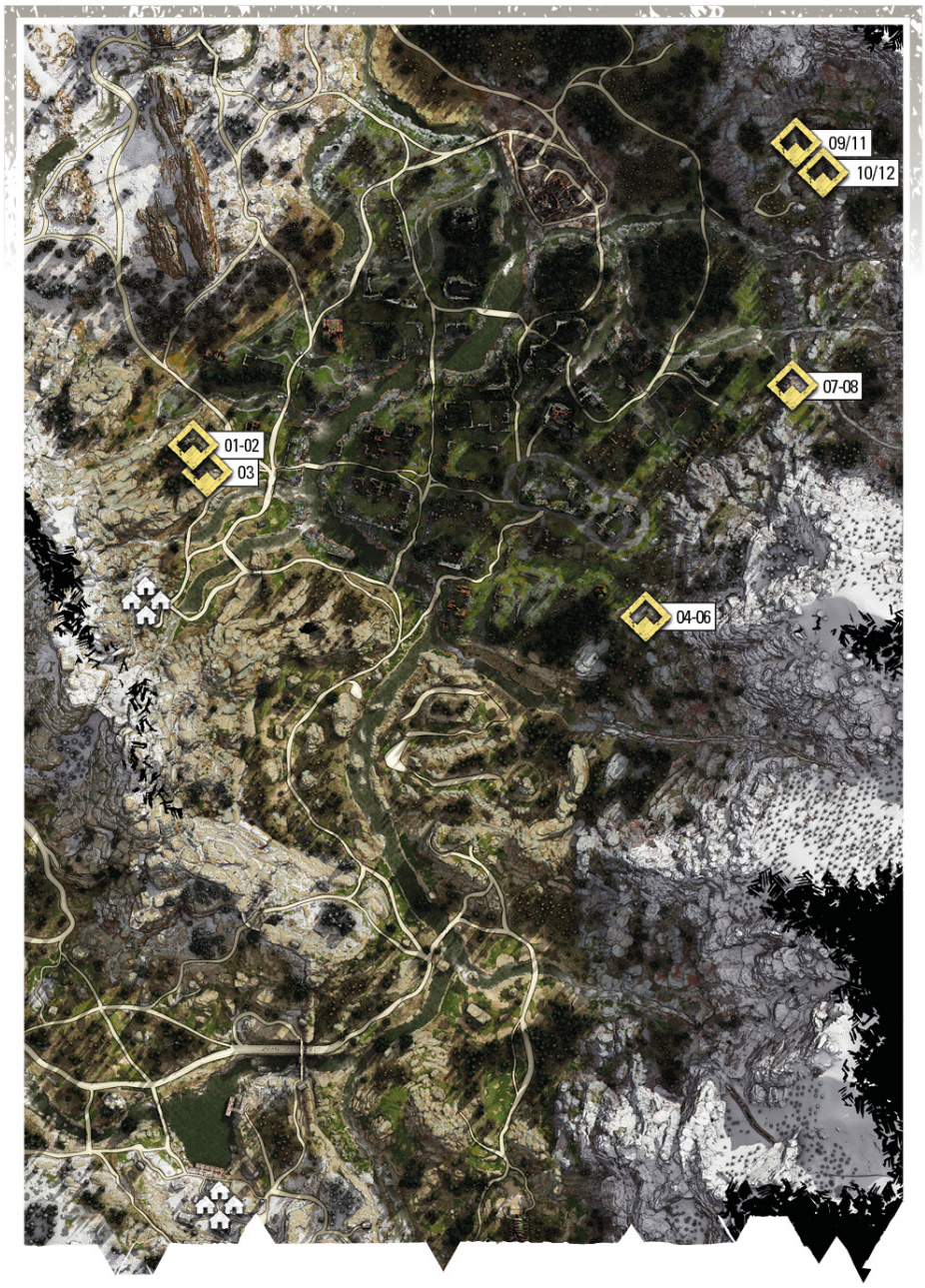
Rewards

+1750 –

Other –

OBJECTIVES OVERVIEW

01	Go to the Massacre Site
02	Investigate the Battlefield
03	Talk to the Survivor
04	Go to Sona's Last Known Location
	Within the ruins of Devil's thirst there is a Tallneck that you can Override to reveal a large portion of surrounding area on your map. (P.452)
05	Investigate the Area
06	Follow the Tracks
07	Examine the Sawtooth
08	Follow Sona
09	Kill the Cultists and Corrupted machines
10	Talk to Sona
11	Investigate the Dig Site
12	Talk to Sona and Varl





1 The carcasses of numerous Watchers and a Corruptor can be found on the battlefield, and you should investigate them to uncover more about the attack

01-03 The site of the massacre is on the way north to Daytower, so even if you're continuing with 'A Seeker at the Gates', it's worth going to the site and investigating it on the way. The carnage on display at the site of the braves' massacre is all too evident, and it's hard to see how anyone could have survived. **[→▭ 1]**. During the course of your investigation, a survivor named Dran will stumble back towards the battlefield, so talk to him to find out the latest information on Sona's location.

THE WAR-CHIEF'S TRAIL

04-07 Dran informs you that he last saw Sona to the east in Devil's Thirst, so make your way through the ruins and climb the cliffs near the large boulder to find the makeshift camp. You'll need to investigate the area for any clues that will help you pick up her trail. There are five things to interact with here:

- A bow propped up against a makeshift bench
- A recently-extinguished campfire
- A pile of bloody bandages near the campfire
- A skinned rabbit, hung on a tree
- Several arrowheads on a stump near that tree

Investigating the bandages will reveal a trail of blood that you can highlight and follow **[→▭ 1]**. The tracks lead you north along a narrow cliff-side trail, coming to an end near a destroyed Sawtooth at the top of a ridge; approach the carcass to trigger a cut-scene.



ENCOUNTER MAP

08/09 The time for vengeance is now, and the location is close at hand, so follow Sona as she leads you towards the destination. Sona stops at

Enemy Group

Type		Lvl.	Page
	Corrupted Watcher	12	132
	Corrupted Scrapper	15	151
	Cultist Priest	12	245
	Cultist Thug	6	248
	Cultist Dredger	6	245
	Cultist Sniper	6	248
	Cultist Punisher	6	248

Recommended Loadout

Weapon	
Carja Hunter Bow	Hunter Arrow/Fire Arrow
Carja Sharpshot bow	Precision Arrow

the top of a ridge overlooking a mining operation being carried out by the Cultists behind the attack – as well as the Corrupted machines they command. Rather than just rushing in, a more strategic approach would be prudent, so Sona and the other braves will only engage the



enemies if you are detected. There are some supplies nearby, so make sure you grab them if you're lacking Resources to make Fire Arrows.

From your starting position on the ridge, it's possible to take out all the Cultists and Corrupted Watchers using single shots to the head or eye with Precision Arrows. You'll want to focus on the Cultists first, starting with the furthest one from you and working your way around the pit. To that end, the one at **Position A** should be your first target, followed by **B** and **C**. There is a tree that can

obscure your line of sight to the Cultist at **Position B**, so if you're having trouble, either use the Focus to line up your shot, or move back slightly to get a better angle **[→▢ 2]**. If any of the remaining Cultists spot the bodies, just wait for them to reach the body and stop moving before attempting to headshot them. If they don't move, then you'll want to take out the one at **Position D** next, followed by **E**.

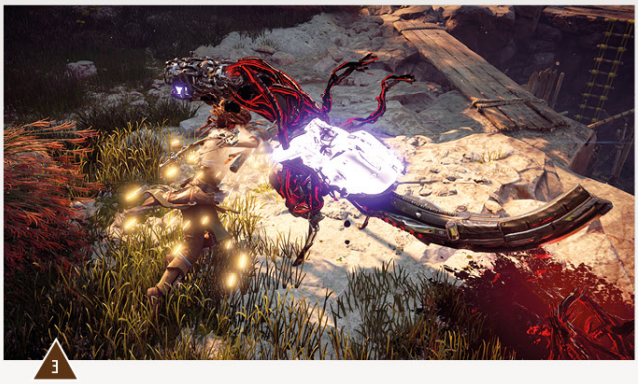


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Pick off any remaining Cultists, and then do the same with the Corrupted Watchers. If you'd prefer a close-range approach with the Watchers, drop down to the north of the cliff and use the tall grass there for cover while Lure Calling them towards you for Silent Strikes **[→▢ 3]**. When it's just the Scrappers left down in the pit you can either watch their routes from above and use Fire Arrows to detonate the Blaze Containers when they get near them, or drop down and use Silent Strikes **[→▢ 4]**.

10-12 Sona will descend into the dig site after the battle, so go down there and talk to her to get her opinion on the events that transpired. She tells you that the enemies you encountered here were only part of the group that massacred the war party, so the trail of vengeance is not yet complete.

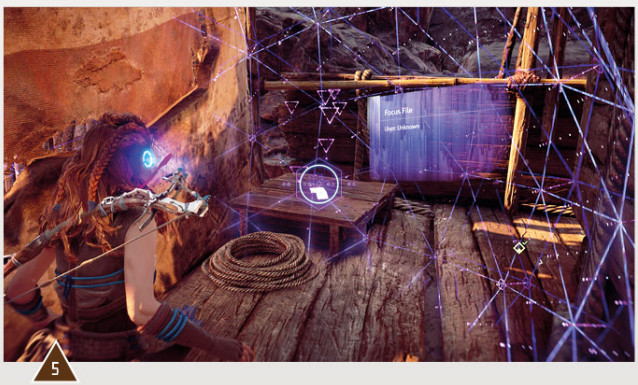
You now need to search the dig site for clues as to the whereabouts of the remaining cultists. If you activate your Focus, you'll find a trail of Blaze leading to the southwest. Follow the trail to a makeshift sleeping area, in which you'll find a file that you can scan with your Focus **[→▢ 5]**. Talk to Sona again to let her know what you found out and complete this quest.



3



4



5

Alternate Approaches

You can tailor your entire strategy around the Blaze Containers by using Fire Arrows on any that have a Cultist nearby. You can also use Fire Arrows to detonate the biofuel canisters on the back of Cultist Dredgers. This can be an extremely effective method for taking out a few enemies at once if they happen to group up. Once you start open combat, Sona and the other braves will join in by raining Fire Arrows down onto the enemies below, and they will often draw the attention of those enemies, which allows you to move around and pick them off during the confusion.

Revenge of the Nora



Aloy, Sona and Varl have discovered that the killers from the Proving have a base in Devil's Grief. It's time to wipe them out.

Recommended Lvl.	12
Prerequisites	Main Quest 'The War-Chief's Trail' (P.296)
Unlocks	This mission does not immediately unlock Main Quest 'To Curse the Darkness' (P.334), but it is a prerequisite for starting it later.

Rewards

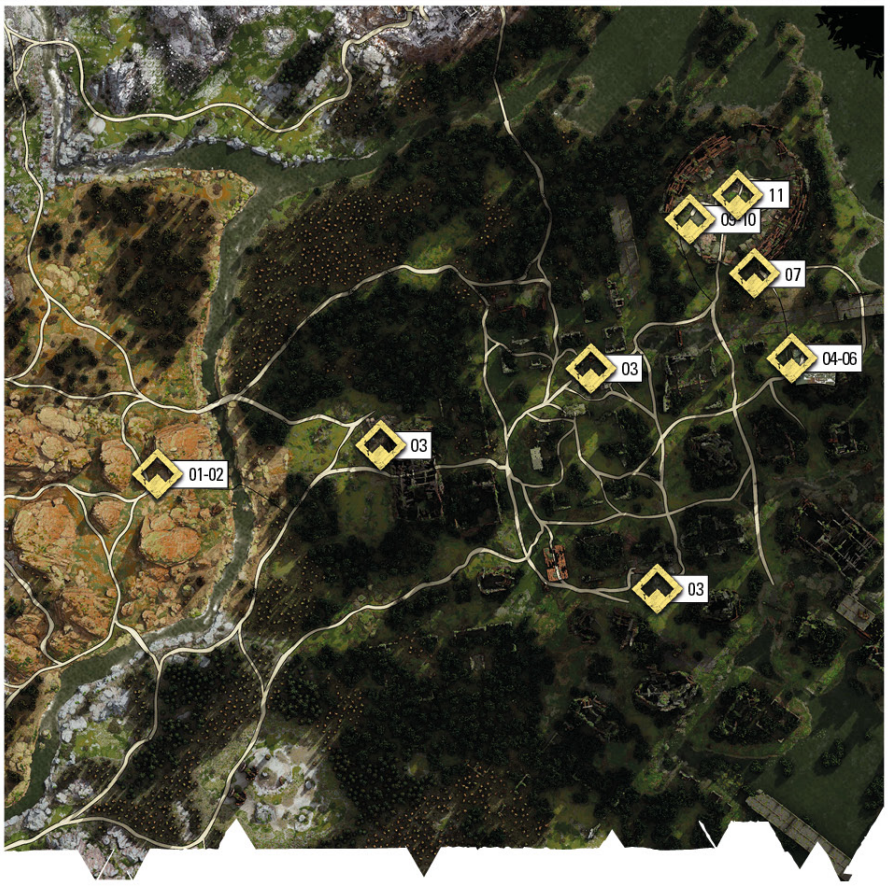
+4000 XP | +1

Other –

OBJECTIVES OVERVIEW

01	Go to Red Echoes
	There's a Corrupted Zone to the west of the meeting point in Red Echoes that needs clearing. (P.489)
02	Rest at the Campfire
03	Clear the Camps
04	Go to the Tallest Tower
05	Talk to Sona
06	Follow Varl
07	Enter the Metal Ring
08	Search the Metal Ring for a View of the Blaze
09	Sneak to the Blaze
10	Shoot the Blaze
11	Kill the Cultists

01/02 Sona and the other braves decided to go ahead of you to scout the area around Red Echoes, so when you're ready, head north and join them at the meeting place. The area to the south of this spot is patrolled by several Sawtooths, so take care if you're approaching from that direction. Once you reach the meeting area, rest at the Campfire until Varl and Sona arrive to discuss the plan.



ENCOUNTER MAP

03 West Camp

It was decided that the best course of action would be to clear out the three smaller camps of Cultists first, before assaulting the metal ring to prevent them from calling for reinforcements. Nora braves have been sent ahead to get into position around the camps in case you need aid. The nearest camp is the west one, so head towards there first.

Enemy Group

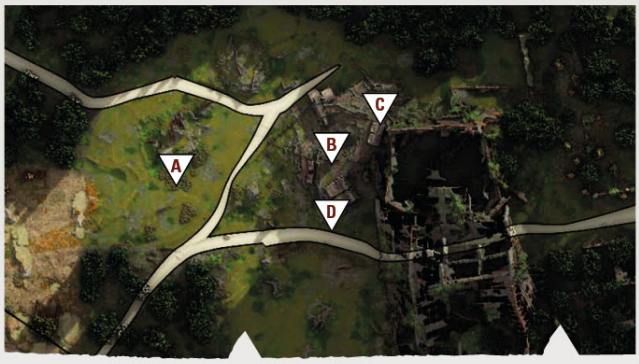
Type	Lvl.	Page
Corrupted Watcher	12	132
Cultist Thug	6	248
Cultist Dredger	6	245

Recommended Loadout

Weapon	
Carja Sharpshot bow	Precision Arrow

Continue towards the camp, and then crouch down in the tall grass at **Position A** when you reach it. There are two more Corrupted Watchers that patrol along the western side of the camp, so use Lure Call from this grass to bring them towards you for a Silent Strike. Activate your Focus and you should be able to scan and tag four Cultists within the camp – from here you can use

Revenge of the Nora

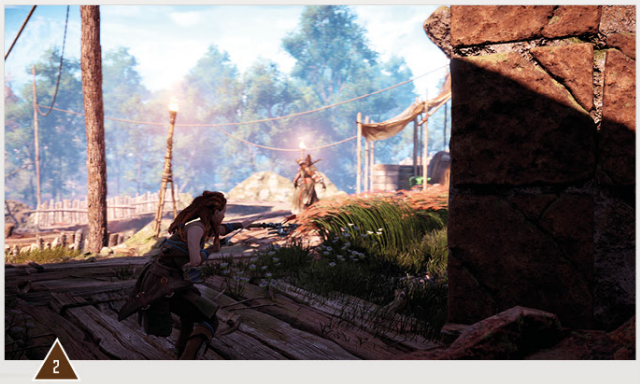


Precision Arrows to take out three of them: the one at **Position B**, the one that patrols along a platform above him, and one in the distance at **Position C [→▢ 1]**.

Now that the camp is almost clear, move to **Position D** and climb up the rubble and reach the upper part of the camp; follow the walkway until you're above the final Cultist and take him out. If you're having a hard time lining up a shot on the Cultist at **Position C** from the tall grass, you can also leave him until you're on the upper walkway and take him out on your way to the final one **[→▢ 2]**. Once this camp is clear, head for the southern one, making sure to save at the Campfire on the way.



1



2

Encounter Map

03 South Camp

Exit the Campfire area, and then hug the side of the building, moving east towards the cultist camp until you come to a patch of tall grass at **Position A**. There's a cultist patrolling the area just in front of this grass, so lure him towards you and kill him with a Silent Strike. From this location, you should be able to see two cultists on wooden walkways near **Position B**, four more around the central area of the camp, and another lone Cultist patrolling an area to the south.

Enemy Group

Type	Lvl.	Page
Cultist Thug	6	248
Cultist Dredger	6	245
Cultist Punisher	6	248

Recommended Loadout

Weapon	
Carja Sharpshot bow	Precision Arrow

Except for one Cultist that is standing on the other side of the camp to the east, all other enemies can be killed with Precision Arrow headshots from here without being detected. Start with the two on the walkways, then begin picking off the ones in the middle until the one to the south comes into view, and then take him out too. When only that one enemy remains on the other side of the camp, move up until you can get an angle on him and take him out. Once the camp is clear, destroy the alarm and move on to the final camp in the north.



ENCOUNTER MAP

03-05 Final Camp

If you're approaching this camp along the main path from the southern camp, crouch once you start heading directly towards it, because there's a Cultist patrolling the area near **Position A**. By crouching you can make it to a patch of tall grass close to his patrol route, and from there use a Lure Call to bring him to you for a Silent Strike kill. Scan the area from this location and you'll see that there's one Cultist patrolling near a building just to the north, while the remainder of them stick fairly close to the middle of the camp **[→▢ 3]**. The Cultist to the north should be your next target.

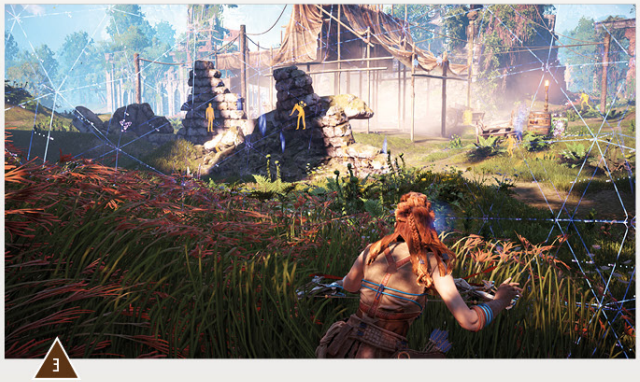
Enemy Group

Type		Lvl.	Page
	Cultist Thug	6	248
	Cultist Dredger	6	245
	Cultist Punisher	6	248

Recommended Loadout

Weapon	
Carja Hunter Bow	Fire Arrow
Carja Sharpshot bow	Precision Arrow

Move around the eastern side of the building so that it's between you and the camp, and then when you reach **Position B**, peek around the corner and wait for the Cultist to move into view. Either take him out with a Precision Arrow headshot, or wait for him to start moving away and move to the tall grass and wait there until you can use Silent Strike **[→▢ 4]**.



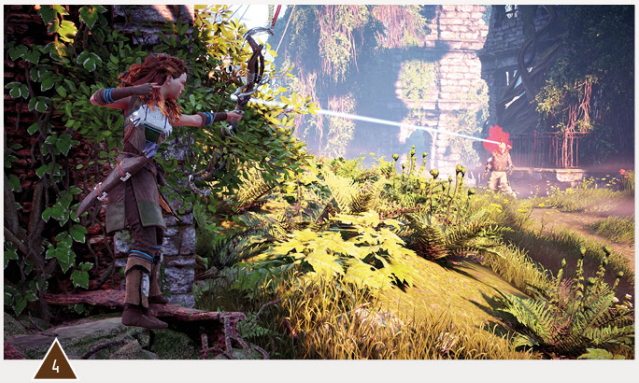
3

Enter the nearby building now, and go through it to reach a small ledge at **Position C** that overlooks the camp. From here you should have a clean line of sight over nearly all the remaining cultists: one standing near a table in the main tent, another that patrols along the upper level just behind him, and a third that patrols along the lower trench just in front of you. The easiest way to take them

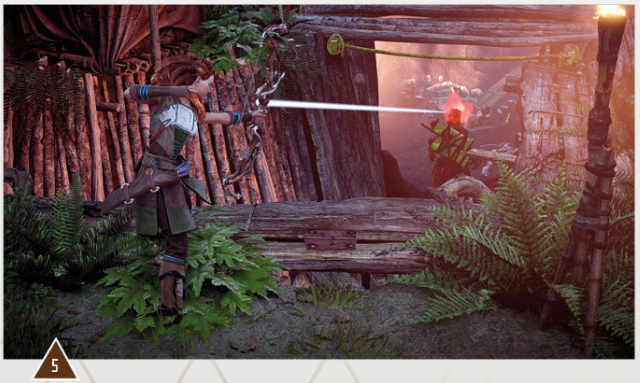


out is with Precision Arrow headshots when they're out of sight of the other enemies, and starting with the one in the trench will make things much easier for you, since he's most likely to spot the other bodies.

You could also use Fire Arrows on either the stationary Blaze Containers, or the Blaze Canisters on the back of the Dredger. If you're still undetected, you should only have two Cultists left to deal with, both of whom are in the trench; work your way around the top of the trench and pick them off one at a time as they come into view **[→▢ 5]**. Now that the advance warning camps have been taken out, it's time to meet back up with Sona and Varl at the tall tower to the east and make preparations for the final assault.



4



5

Revenge of the Nora

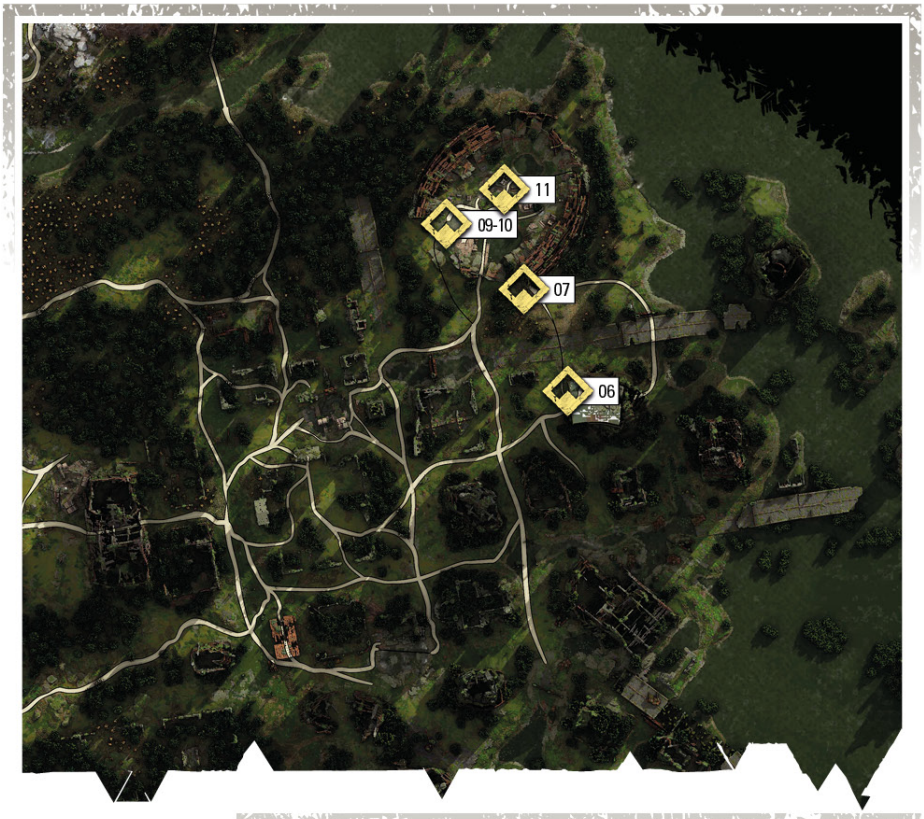
06-08 Once the meeting is over, follow Varl up to the outside wall of the Metal Ring, and then talk to him to trigger a scene in which you'll boost him to a ledge and he'll return the favor by pulling you up. Sneak along the walkway above the two guards until Varl gives the word for you to take the one on the right; headshot your assigned Cultist with a Precision Arrow (or if you have the Strike from Above Skill that can be just as effective) **[→▢ 1]**. Look to the northeast along the path now and you'll see two more Cultists just ahead; crouch and start sneaking around behind them using the tall grass. Varl will give you the signal to take out the one on the left, so once you're behind him, use a Silent Strike for an easy kill.

Enemy Group

Type		Lvl.	Page
	Cultist Thug	6	248

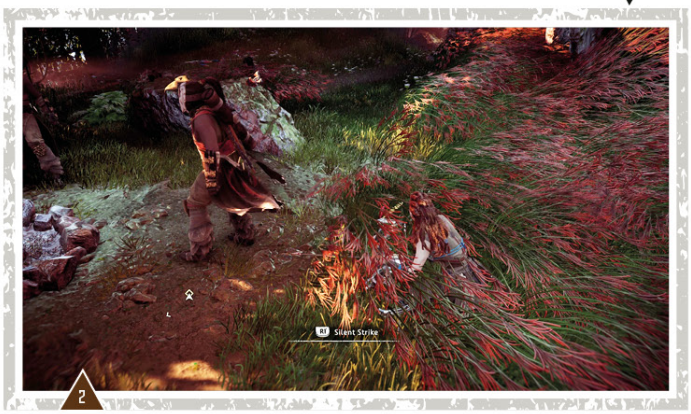
Recommended Loadout

Weapon	
Carja Sharpshot bow	Precision Arrow




1

Follow Varl up and over the nearby ledge, and then once again you'll have two enemies just ahead of you. Crouch down behind the rusted old bus and move into the patch of tall grass just past the front of it so that you can sneak around behind the enemy on the left and use a Silent Strike on him **[→▢ 2]**. While you're doing that, Varl should take care of the other Cultist. Continue through the area and jump up to a ledge once you reach the end of the path.



2

From this vantage point you can see across to the other side of the metal ring, where there's a large shelter filled with Blaze. The plan is to detonate the Blaze, which will topple the wall and destroy the Corruptors just in front of it, while also creating a hole that the war party can enter through to start their assault. Varl will leave to relay the plan to Sona, so it's up to you to find a way to detonate the Blaze.

ENCOUNTER MAP

09/10 Completing the objective without getting detected will make things much easier for you, especially considering there is a Corrupted Fire Bellowback in the area along with many other enemies. There is a

Enemy Group

Type		Lvl.	Page
	Corrupted Fire Bellowback	23	177
	Corrupted Watcher	12	132
	Cultist Thug	6	248
	Cultist Punisher	6	248
	Cultist Dredger	6	245
	Cultist Priest	12	245

Recommended Loadout

Weapon	
Carja Hunter Bow	Fire Arrow
Carja Sharpshot bow	Precision Arrow

lot of ground to get across before you can get a clear shot on the Blaze, and very little cover along the way, so to make things easier for you, it's best to take out some of the Cultists while you're still on the starting ledge. If you do get spotted, however, the best course of action is to head straight for the Blaze storage area and set it alight, so that the war party can provide backup for you.

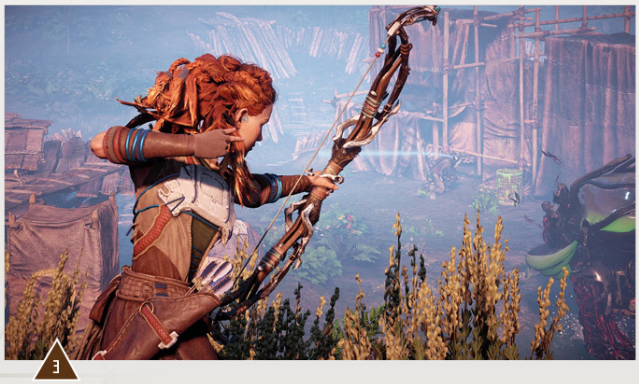
Using Precision Arrows from the starting ledge, you can easily take out the Dredger near the tall grass at **Position A**, then go for the patrolling Thug when he comes to a stop on the wooden walkway at **Position B**. Your final Target should be a Thug that is crouched down near a shelter at **Position C [→▢ 3]**. With those enemies out of the way you'll have a much easier time crossing the area, so wait for the Bellowback to be facing away, and then drop down from the ledge and crouch in the tall grass near **Position A**. Wait for the Bellowback to face away again, and then quickly move into the trench underneath

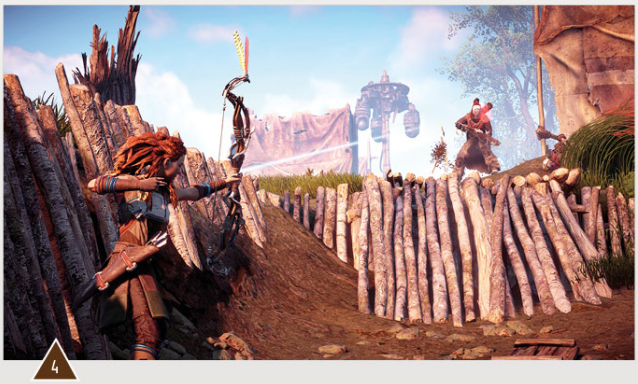


the wooden walkway; keep moving along the trench until you're near the end of the walkway above you, and then wait there.

Although there are a lot of enemies ahead of you, the primary threat now is a Corrupted Watcher that patrols back and forth along a path just ahead and to the south of you. Tag that Watcher, and then when you see it start to walk south, away from the area, cross the open ground into the pit ahead. As long as you remain crouched near the wall at the entrance to the pit, most of the enemies cannot see you. Activate your Focus again and tag the four Cultists working just ahead of you. Two of the Cultists don't move, but there is one that patrols near **Position D**, close to the tall grass at the top of the ramp leading out of the pit. Wait for that enemy to come into view, and then take him out with a Precision Arrow headshot quickly, because he is most likely to spot you **[→▢ 4]**.

The next two targets are the other patrolling Cultist, and the one that is crouched down near a shelter to the east of you. The order in which you kill them will depend on where the patrolling one is at the time; if you have a clean shot on the patrolling Cultist, take him out first, if not then go for the other one first. Once both have been taken out, check the position of the patrolling Watcher, and when it's safe to do so, move up the ramp and into the tall grass near the top. From there you can easily reach the next patch of tall grass and get the perfect angle to detonate the Blaze Canisters using a Fire Arrow.





Revenge of the Nora

ENCOUNTER MAP

11 As soon as the cut-scene is over you'll be in open combat against the remaining cultists and machines, including the Bellowback. The cultists and machines from the middle of the area will start converging on your location, but the most immediate threat comes from two more cultists that emerge from a path behind you, so make sure you turn around and deal with them first. Your next goal should be to find some sort of cover before the more dangerous machines get too close, and the Metal Ring itself provides the perfect place nearby (at **Position A**).

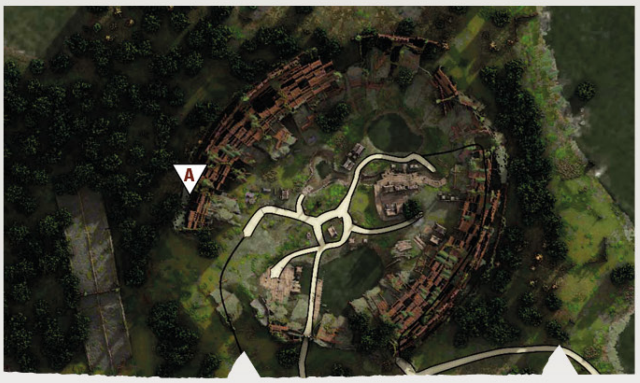
Enemy Group

Type	Lvl.	Page
Corrupted Fire Bellowback	23	177
Corrupted Watcher	12	132
Cultist Thug	6	248
Cultist Punisher	6	248
Cultist Dredger	6	245
Cultist Priest	12	245

Recommended Loadout

Weapon	
Carja Hunter Bow	Fire Arrow
Carja Sharpshot bow	Precision Arrow
Carja Tripcaster	Explosive Wire
Carja Sling or Carja War Bow	Freeze Bombs/Freeze Arrow

From that position you have two openings through which to fire, with walls on either side of them to provide cover. Better still, the openings are too small for the Bellowback to fit through, so you never have to worry about it getting



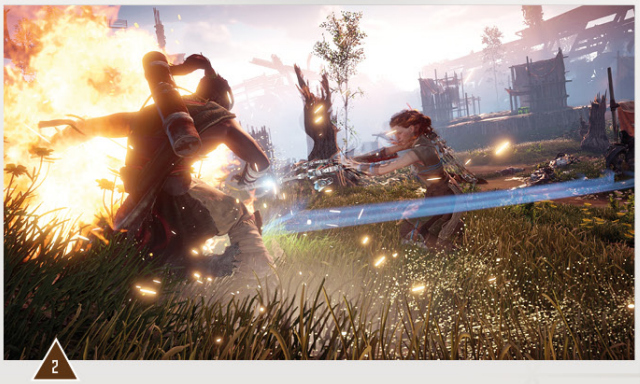
close. Since the Bellowback is still one of the primary threats, however, it should be your target. Start by freezing it so that you deal more damage, and then focus all of your attacks on its Gullet **[→▢ 1]**. Destroying that Component not only stops the Bellowback from being able to use some of its more potent attacks, but it also causes a large explosion that will help clear out some of the other smaller enemies.

Sona and the other Nora braves will usually keep the other enemies occupied while you fight the Bellowback, but as a precaution, it can be worth putting down some Blast Wires with your Tripcaster across the openings. Once the Bellowback has been destroyed, help the braves finish off any remaining enemies to finally exact your revenge on the killers **[→▢ 2]**.

Story Note

If you're completing this quest after already having reached the point in the Main Quest at which you have 'To Curse The Darkness' ready to go, you'll be contacted over your Focus and asked to meet at a nearby Campfire to continue.


1


2

THE CITY OF THE SUN

Aloy journeys to Meridian in search of Olin, the Oseram scrounger she met the night before the Proving. Somehow the killers targeted her through Olin's Focus – a mystery she can only solve by finding him… and making him talk.



THE CITY OF THE SUN

Recommended Lvl.	12
Prerequisites	Main Quest 'A Seeker at the Gates' (P.293)
Unlocks	Main Quest 'The Field of the Fallen' (P.311), Main Quest 'Maker's End' & Errand 'Collateral' (P.321)

Rewards

+6000 +1

Other –

OBJECTIVES OVERVIEW

01 Go to Meridian

- Talk to Captain Balahn in Daytower and ask him about the favor he wants from you to acquire the 'In Foreign Lands' Errand. (P.430)
- The Merchant in Daytower has a greatly expanded selection of gear, so you should try to purchase any that you can afford. Of note are the Shadow Hunter Bow that lets you use the powerful Hardpoint Arrows, and the Golden Fast Travel Pack that provides unlimited Fast Travel ability. (P.565)

02 Talk to the checkpoint Commander

- The Greatrun Hunting Ground can be found on a ridge north-west of Daytower. (P.464)
- The Copper Deeps Tallneck is patrolling around a lake in the middle of the canyon. (P.453)
- You'll find Nil sitting beside the main road through the canyon, and if you talk to him he'll tell you about the nearby Gatelands Bandit Camp. (P.446)
- Southwest of the Gatelands Bandit there's also another Corrupted Zone to clear (P.488)

03 Follow Erend

- With the walls of Meridian you'll find many Specialty Merchants that you can trade your Collectables or machine Components for different Treasure Boxes. (P.568)
- If you complete the 'Hunting for the Lodge' Errand (P.423) you'll be able to get the 'Hunters' Blind' Side Quest (P.407) from Ahsis in the lodge. Completing that will unlock the 'Deadliest Game' Errand (P.433); finish that and you can join Talahna in the hunt for 'Redmaw' Side Quest (P.410).
- You can also talk to Aidaba at the lodge's front desk and pick up the 'Weapons of the Lodge' Side Quest. (P.394)
- Vilgund is standing just to the south of the Hunters Lodge and If you speak with him you can begin the 'A Moment's Peace' Side Quest (P.395) to investigate a remote Banuk camp. Completing that quest will get you an additional ally towards the 'All possible allies joined' Trophy (P.599).
- Cross the bridge leading away from the Hunters' Lodge and you can talk to the priest, Namman, who asks that you help outlanders from other tribes mourn their loved ones in the 'Honor the Fallen' Side Quest (P.397). Help him, and he will become one of your allies as part of the 'All possible allies joined' Trophy (P.599).
- Down in Meridian Village you'll come across two bickering vendors that can't decide on what wares to sell. After talking to them you can help them out by completing the 'Demand and Supply' Errand. (P.432)
- Also in Meridian Village you'll find the son of a local noble whose family estate is under attack by machines, and you can help him through the 'Fatal Inheritance' Side Quest. (P.402)

04 Investigate Olin's Apartment

05 Investigate Olin's Secret Workshop

06 Talk to Erend

07 Find Olin at the Excavation Site

- When you pass through the settlement of Cut-Cliffs you'll be able to speak with the Quarry Foreman to initiate the 'Blood on Stone' Side Quest. (P.393)

08 Enter the Excavation Site

09 Kill the Corruptor and the Cultists

10 Talk to Olin

- After speaking with Olin you'll automatically acquire the Errand 'Collateral'. (P.434)

01/02

With the Daytower gate now open, you can freely explore the entire world map at this point if you wish, giving you the opportunity to tackle most of the other activities before progressing. While not critical to your quest, going slightly out of your way to complete Cauldrons and gain new Overriding abilities can be very beneficial in the long run.

You need to travel a long distance to reach Meridian, and when you finally get there it seems that there has been some kind of attack involving Erend's sister, Ersa. While the commander at the gate is reluctant to let you in, Erend will eventually show up and escort you into the city **[→☐ 1]**.



03–06

Follow Erend through the bustling streets of Meridian and you'll pass by an angry mob – Erend will need to put a stop to them before continuing to Olin's house. Once you're inside Olin's house, use your Focus to scan for clues as to his whereabouts. In the corner of the room you'll find a suspicious rug to scan, and if you examine it afterwards you'll discover a hidden hatch beneath **[→☐ 2]**. Now you need to find a way to open it.



Go up the stairs, and then take the ladder up to a small storage area, where you'll find a pallet with heavy metal ingots piled up on it. Push the ingots into the opening so that they fall onto the hatch below and break it open. Go down the newly-revealed staircase and you'll reach Olin's secret workshop, where you need to look for incriminating evidence **[→▭ 3]**. If you activate your Focus and look around the room, you'll find:

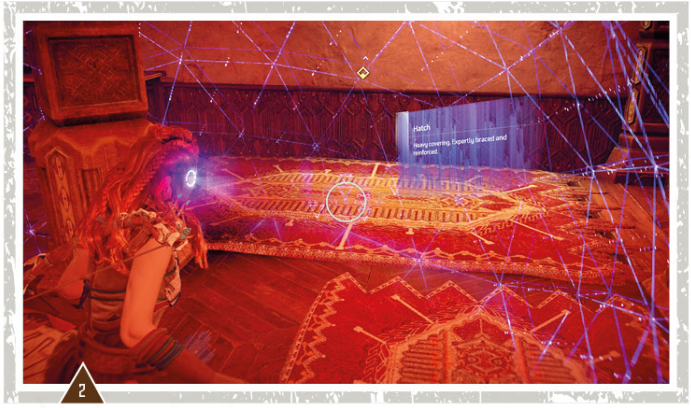
- Olin's journal
- A map on the wall
- A Datapoint on a wooden bench

The contents of Olin's journal will be scanned by your Focus when you examine it, allowing you to read them at your leisure in the Scanned Glyphs section of the Datapoint Menu.

Once all three objects have been examined, return to Erend and tell him your findings.

Story Note

After seeing what your Focus can do firsthand, Erend asks that you help him find out exactly who was responsible for the death of his sister, and you'll automatically acquire the next quest, The Field of the Fallen. That quest starts a series of three quests in which you'll uncover the truth for Erend. At this point you have the choice to either continue looking for Olin or help Erend. If you choose to go after Olin now, you will still have to help Erend later, because completing his questline is a prerequisite for starting another Main Quest further into the game. The easiest approach is to complete this quest, and then head north to help Erend before carrying on with the larger story.



2



3

THE CITY OF THE SUN

ENCOUNTER MAP

07-10 Olin's likely location is an excavation site to the north of Meridian that was marked on the map in his workshop. To enter the site, you'll need to approach from the west, then climb up the ledge at

Enemy Group

Type	Lvl.	Page
Corruptor	18	192
Cultist Thug	6	248
Cultist Punisher	4	248
Cultist Dredger	6	245
Cultist Sniper	6	248

Recommended Loadout

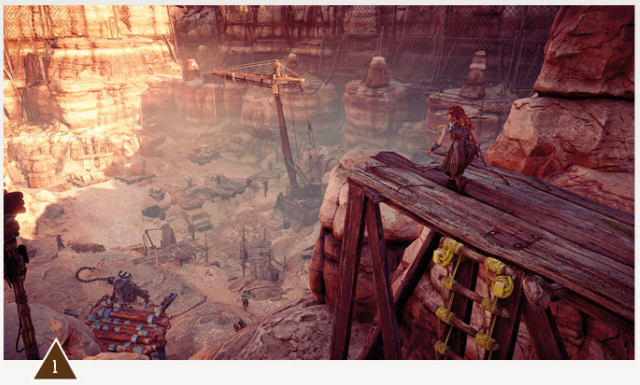
Weapon	
Shadow Hunter Bow	Hardpoint Arrow/Fire Arrow
Shadow Sharpshot bow	Precision Arrow
Shadow War Bow	Corruption Arrow
Shadow Sling	Freeze Bomb/Fire Bomb

Position A. Follow the path around from the ledge – a cut-scene will begin shortly after you drop down into the site. A mysterious stranger disrupts the Focuses worn by Olin and the Cultists, giving you a window of opportunity to talk to Olin. Of course, before you can do that you need to deal with all the Cultists in the vicinity.

The most important thing to do before initiating combat is to move to a better location. Crouch down and follow the path around to the south, and then climb the pair of ladders at **Position B** to reach a narrow ledge **[→▢ 1]**. There are some large rocks that you can use for cover here, and more importantly, you don't have to worry about the Corruptors closing in.

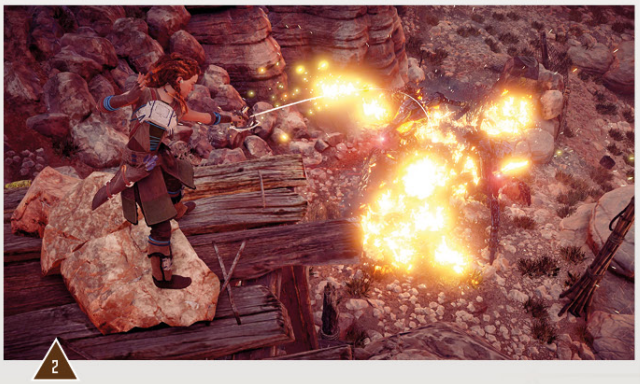
As soon as you reach the top of the second ladder, be ready to take out a Cultist Sniper across a gap to the west at **Position C**, because he's the one enemy with a clear shot on you. There are a number of effective ways that you can deal with the other enemies, depending on your loadout and preference. Firing Corruption Arrows at some of the Cultists below can work well, because the Corruptors will generally take them out quickly, and if you're lucky some of the log-pile traps will spring (and those will kill even a Corruptor). Headshots withPrecision





Arrows, or Fire Arrows into the Blaze Canisters on the Dredgers are another option, with the latter also helping against the Fire-vulnerable Corruptors.

In their attempt to get as close to you as possible, the Corruptors will often hang around **Position D**. Since they won't be jumping, elemental Bombs with your Sling are very effective **[→▢ 2]**. Once the area is clear, speak with Olin and confront him about his role in the crimes against the Nora. His fate lies in your hands, but regardless of your choice you'll automatically acquire the Errand 'Collateral' to rescue his family.





The Field of the Fallen

Erend's sister Ersa was ambushed and killed by the Shadow Carja. He wants to track down the soldiers who did it and take his revenge.

End

Start

THE FIELD OF THE FALLEN

Recommended Lvl.	19
Prerequisites	Main Quest 'The City of the Sun' (P.307)
Unlocks	Main Quest 'Into the Borderlands' (P.314)

Rewards

+6330 –

Other –

OBJECTIVES OVERVIEW

01	Meet Erend in Red Ridge Pass
02	Kill the Machines
03	Talk to Erend
04	Follow Erend
05	Investigate the Battlefield
06	Follow the Cart Tracks
07	Kill the Attackers
08	Kill the Machines
09	Investigate the Ambush Site
10	Talk to Erend

01–03 When you approach the meeting location you'll start to hear sounds of a battle, and as you get closer you'll see that Erend is under attack by a

Enemy Group

Type	Lvl.	Page
Watcher	5	132
Lancehorn	13	145

Recommended Loadout

Weapon	
Shadow Hunter Bow	Hardpoint Arrow
Shadow War Bow	Freeze Arrow

group of Watchers and Lancehorns. The enemies are focused on him, so you should be able to get close to them undetected.

If you've completed Cauldron SIGMA, you have the option to Override one of the Lancehorns and have it do most of the work for you. When the enemies have been defeated, walk over to Erend and talk to him.

04–06 After the conversation, Erend will lead you to the area where his sister's body was found, and you'll need to search for clues. Activating your



Focus will help you identify points of interest, of which there are five:

- Some arrows behind a large rock near the river
- A bloodstain next to the arrows
- A helmet near a tree on the opposite side of the path to the arrows
- A spear on the other side of the tree to the helmet
- A second bloodstain further along the path near a thicket

Examining that second bloodstain will reveal some tracks left behind by a cart. Activate your Focus once more and follow them to their source.



Hit a Lancehorn's Freeze Canister with a Freeze Arrow and the the explosion will freeze nearby machines…



…once they're frozen, simply finish them off with Hardpoint Arrows.

ENCOUNTER MAP

07/08 A group of Oseram Mercenaries will launch an attack on you when you reach the cart's location, so quickly get behind the debris at **Position A**.

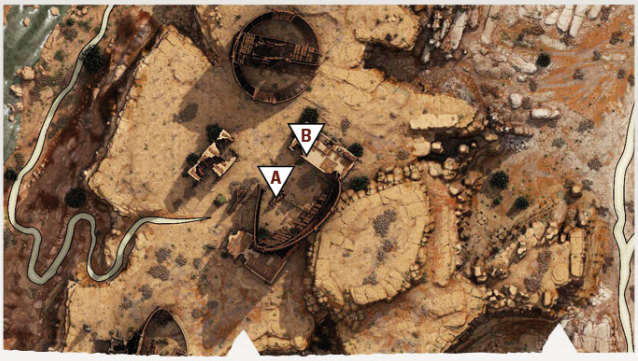
Enemy Group

Type		Lvl.	Page
	Mercenary Forgesmith	12	248
	Mercenary Warrior	10	248
	Ravager	20	197

Recommended Loadout

Weapon	
Shadow Hunter Bow	Hardpoint Arrow
Shadow Sharpshot Bow	Tearblast Arrow
Shadow War Bow	Shock Arrows
Your preferred method of applying Freeze	

Two Forgesmiths will drop down to engage you at close range, while three Warriors maintain long-range positions, from which they'll fire arrows. As long as you stay close to that large pile of debris, you're relatively safe from the arrows and can concentrate on the two Forgesmiths. The easiest way to deal with them is to use an R2 Spear attack on each of them as they round the corner of the ruins. Once they're dead, switch to your Hardpoint Arrows and take out the ranged Warriors.



A signal will sound as soon as the last mercenary is dead, and two Ravagers will come running into the area; if you jump up into the building at **Position B** they'll be unable to reach you, and you can use the walls for cover. Use Tearblast Arrows on both Ravagers to knock their cannons off, so that they can't fire into the building. Those cannons are also the best way to kill the Ravagers, especially if you freeze them beforehand. If you can't find a safe opening to go out and pick up one of the cannons, use a Shock Arrow from the War Bow to detonate the Power Cell on the back of one of them, because the ensuing blast should shock them both, giving you plenty of time.

09/10 When the battle is over, it's finally time to investigate the area and find out what really happened. Thankfully, there are plenty of clues to be found with the aid of your Focus:

- In the building, you'll find a Tripod that was used to mount something
- There are some smashed rocks next to a few weapons, just south of the building
- There's a bloodstain and some leather straps next to a large rock to the north
- The device that was luring in the enemies can be found on top of the cliff to the east, near where one of the Warriors was firing from

After you've completed your investigation, talk to Erend to go over your findings and start the next chapter of the quest.



INTO THE BORDERLANDS

It appears that Erend's sister Ersa was kidnapped instead of slain, but many questions still remain. Where is she? Who is responsible? And why?



Recommended Lvl.	**15**
Prerequisites	Main Quest 'Field of the Fallen' (P.311)
Unlocks	Main Quest 'The Sun Shall Fall' (P.318)

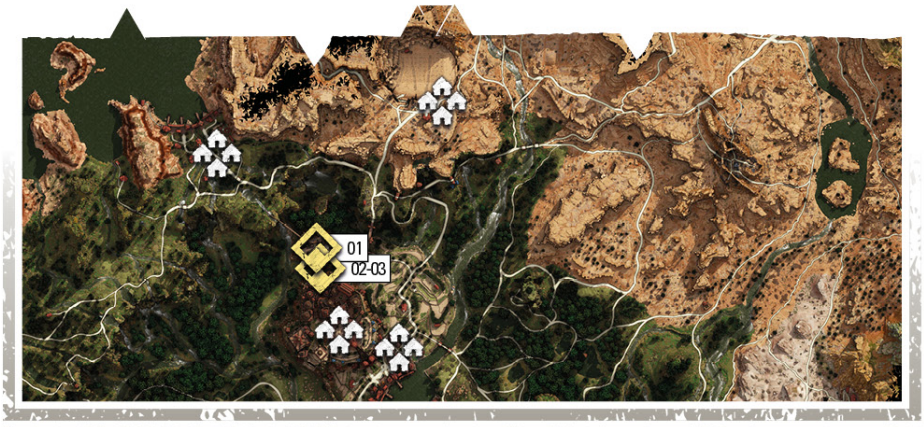
Rewards

+5000 –

Other –

OBJECTIVES OVERVIEW

01	Meet Erend at the Palace of the Sun
02	Talk to Marad
03	Follow Marad
04	Go to Pitchcliff
	When passing through Sun Furrows on the way to Pitchcliff, you can find one of the tougher Hunting Grounds (P.466).
	Clearing out the Corrupted Rock-breakers in this zone will make the area safer for everyone. (P.492)
05	Meet Marad's Operative
06	Find Marad's Operative
07	Examine the Operative's Body
08	Go to Dervahl's Camp
09	Kill the Outlanders and Machines
10	Find Ersa
11	Defeat Dervahl's Champion
12	Loot the Earplugs
13	Disable the Sonic Barrier
14	Rescue Ersa
15	Investigate Dervahl's Workshop
16	Talk to Erend





01–03 Once you reach Meridian, make your way towards the Palace of the Sun, where you'll need to speak with a man named Blameless Marad near the gates in order to gain access **[→▢ 1]**. Follow Marad to the meeting place with Erend and the Sun-King, and during their conversation a man named Dervahl rises to the top of the suspect list for Ersa's kidnapping. Start your search for Dervahl by meeting up with one of Marad's agents in the small settlement of Pitchcliff, far to the north.

04–07 The agent is nowhere to be found at the meeting place, but if you activate your Focus you can highlight the tracks of someone that left here in a hurry recently **[→▢ 2]**. Following the tracks leads you to the body of Marad's agent, apparently killed by Dervahl's men for having discovered something. His final act was to draw a map in his own blood, leading you to the potential location of Dervahl's camp in the mountains to the north.





INTO THE BORDERLANDS

ENCOUNTER MAP

08–09 As you approach the camp a cut-scene will trigger and you'll see that some machines have been restrained just outside the camp: at **Position A** there's a Longleg, and at **Position B** you'll find a Ravager. If you have already completed Cauldron

Enemy Group

Type		Lvl.	Page
	Mercenary Forgesmith	12	248
	Mercenary Warrior	10	248
	Elite Mercenary	17	251
	Mercenary Gunner	12	248
	Mercenary Heavy	22	251
	Ravager	20	197
	Longleg	13	156
	Watcher	5	132

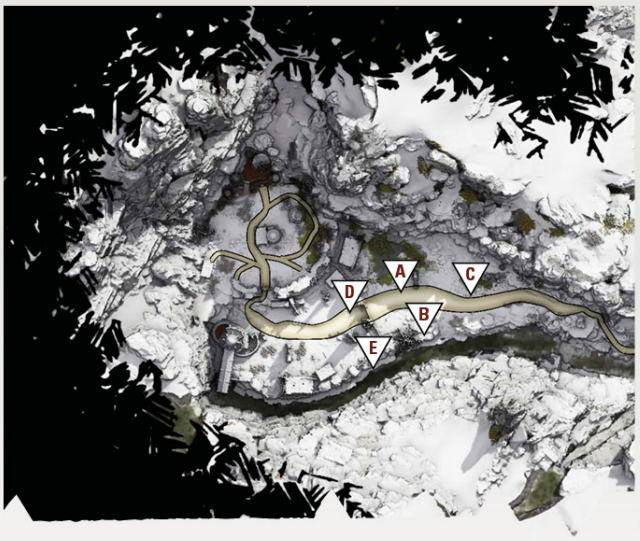
Recommended Loadout

Weapon	
Shadow Hunter Bow	Hardpoint Arrow/Fire Arrow
Shadow Sharpshot Bow	Precision Arrow/Tearblast Arrow
Shadow War Bow	Shock Arrows
Your preferred method of applying Freeze	

RHO, both machines can make for powerful allies, but the Ravager alone is easily capable of taking out all the enemies in the lower part of the camp **[→▭ 1]**. Before getting close to those machines, however, you'll want to take out some of the lookouts with Precision Arrows, because if you're spotted, Dervahl's men will attempt to free the machines and you'll have to face them in open combat. The tall grass at **Position C** is the ideal spot from which to attack.



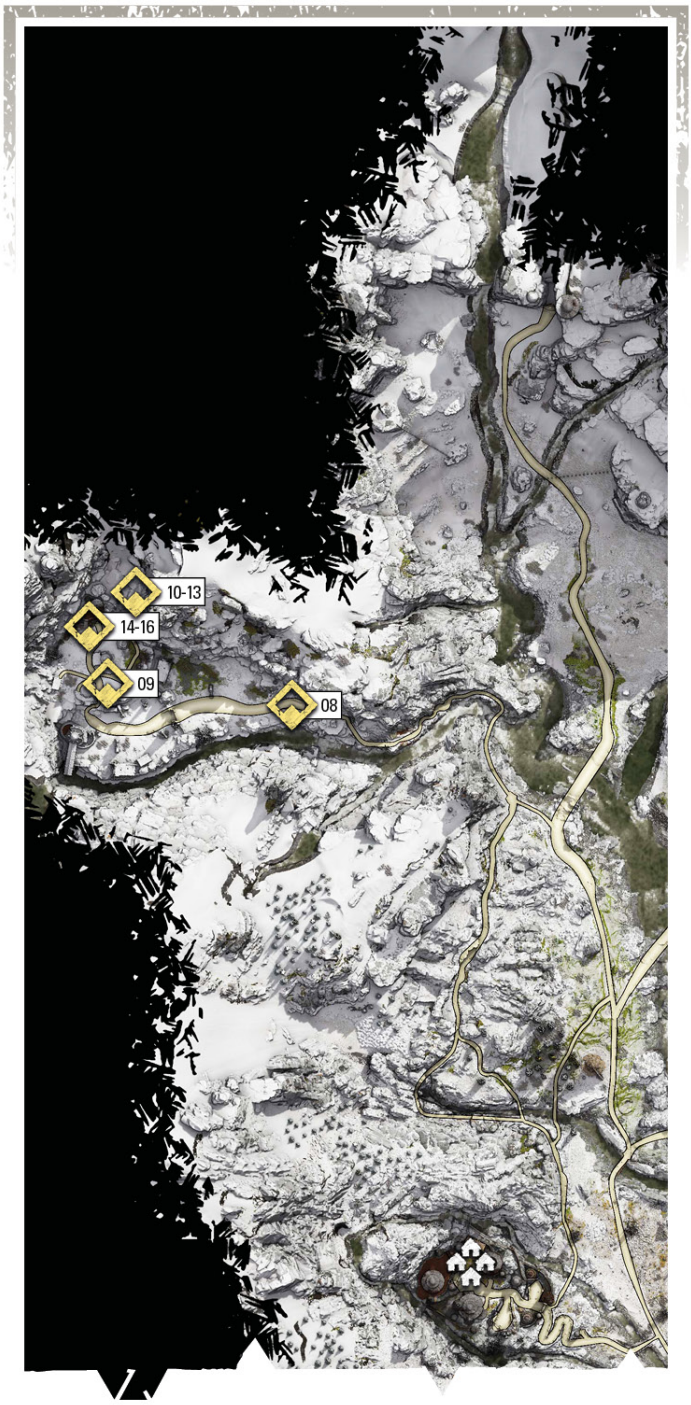
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Even if you don't plan on Overriding the machines, getting close to the Ravager undetected is still the best approach to begin with. While it is restrained you can set up some detonating Blast Traps near it, before retreating to a safe distance. Now you can use Tearblast Arrows to knock the cannon off the Ravager, before quickly detonating your traps. If you're accurate and pace your shots, that one Ravager Cannon is easily enough to deal with all of Dervahl's men in the lower part of the camp.

There's also a narrow path that you can reach by moving westward between patches of tall grass from **Position C**. At the end of that path you'll find some handholds that will let you reach the upper part of the camp first; if you're not going to make use of the machines, taking that route can give you a better position from which to fire down on the enemies in the lower part.

There are two restrained Watchers just inside the camp at **Positions D** and **E**, and Overriding them can give you a significant advantage during the fight. If you're Overriding machines, remember that while the objectives for killing them will complete while they're Overridden, unless you have the Combat Override + Skill, they will become hostile again – be very mindful of the timers above their heads so that you don't get caught off guard when they revert. Proceed to the upper part of the camp once the lower area is clear and you'll find another restrained Ravager and Longleg. As before, either recruit the Ravager to your cause by Overriding it, or knock its cannon off and use it to destroy both machines.



10/11 When the area is clear, approach the building at the north of the camp to trigger a cut-scene, after which you'll immediately have to fight Dervahl's Champion, a Mercenary Heavy. If you previously used Overrides on the machines here and they are still on your side, they will start attacking the Heavy, so the best thing for you to do would be move out of the way **[→▢ 2]**. If you're without the aid of machines, quickly run behind one of the nearby huts to get



out of the Heavy's line of fire, and then try to land some Fire Arrows on him. Once he starts burning, either close in and use heavy attacks with your Spear, or go for headshots with Hardpoint Arrows. Erend will also be attacking him, so if you're having trouble getting a clean shot, just wait for Erend to draw his attention.

12-16 After defeating the Heavy, loot his remains for a set of earplugs that will allow you to pass through the sonic barrier and pull the switch on the other side to disable it. Descend into Dervahl's workshop and you'll finally find Ersa. She tells you that Dervahl is planning something big in Meridian, so you'll need to search his workshop for clues as to the nature of the plot.

There are three things in the room that you can uncover with your Focus:

- A recording device near the entrance to the workshop
- Some machine parts along the western wall
- A journal near the cell Ersa was in **[→▢ 3]**.

Examining the recording device will grant you an Audio Datapoint, and examining the journal will give you a Text Datapoint with the details on Dervahl's plan that you require. Talk to Erend once you know the details, and then return to the Sun Palace in Meridian for the next quest.





The Sun Shall Fall

The Oseram warlord Dervahl kidnapped and tortured Ersa, who later died of her wounds. Now he's on his way to Meridian to take revenge on the Carja. He must be stopped at all costs.



Recommended Lvl.	18
Prerequisites	Main Quest 'Into the Borderlands' (P.314)
Unlocks	Along with the Main Quest 'The Mountain that Fell' (P.349), this quest is required to unlock the Main Quest 'The Looming Shadow' (P.356)

Rewards

+6000 +1

Other –

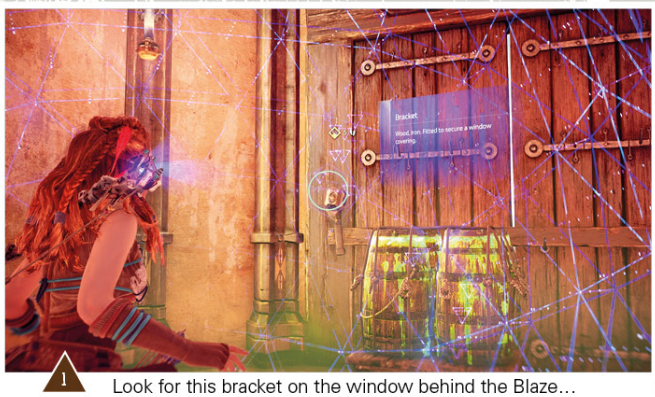
OBJECTIVES OVERVIEW

01	Go to Palace of the Sun in Meridian
02	Talk to Avad
03	Go to the Warehouse
04	Enter the Warehouse
05	Examine the Bomb
06	Search the Warehouse
07	Destroy the Window Bracket
08	Push the Blaze out the Window
09	Investigate the Area
10	Follow the Trail
11	Follow Dervahl into the Palace
12	Go to the Solarium
13	Destroy the Sonic Device
14	Defeat Dervahl and his Men
15	Talk to Dervahl
16	Kill the Glinthawks
17	Talk to Dervahl
18	Talk to Erend
19	Talk to Avad



01/02 After making your way back to the palace, proceed to the Solarium, where you'll find Erend, along with Avad waiting to receive you. During your conversation, you'll learn that the information you found in the camp points to a warehouse in town being used to store the Blaze shipment – head there next to investigate.

03–08 Once inside the warehouse you'll discover a bomb. A quick examination shows that it's been rigged with boobytraps and cannot simply be disarmed. Further investigation upstairs reveals that this is indeed the place where the Blaze has been stored, and the potential damage from both of them combined is enormous. Thankfully, while the bomb cannot be tampered with, the same care was not taken with the Blaze. Activate your Focus and you'll find a bracket on the window behind the Blaze, and if you investigate that bracket you can destroy it and open the window behind the Blaze. Now all that's left to do is push the Blaze out of the window so that it detonates well clear of the bomb. **[→▢ 1/2]**



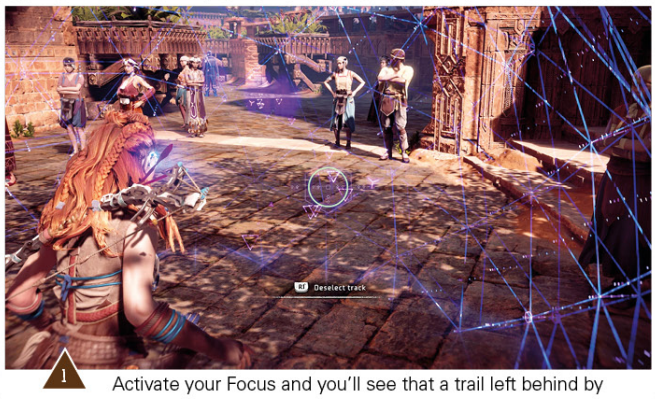
1 Look for this bracket on the window behind the Blaze…



2 …destroy it, then push the Blaze out of the window.

THE SUN SHALL FALL

09-12 Since neither Dervahl nor any of his men were in the warehouse, you'll need to see if there're any clues that might lead you to them **[→▢ 1]**.



1 Activate your Focus and you'll see that a trail left behind by someone with Blaze-covered boots leads away from the warehouse; highlight the trail and follow it.

The trail leads into the basement of another house, where Dervahl and his men have tunneled through the wall, creating a secret path into the Palace. Follow the path along the cliff-side and into the aqueduct. Take out two of Dervahl's mercenaries at the end of the path. Continue along the tunnel towards the Solarium and you'll finally catch up to Dervahl just as he attempts to execute his plan. Since you took the Blaze out of the equation, he is left confused as to the lack of a firestorm and steps outside for a better look.

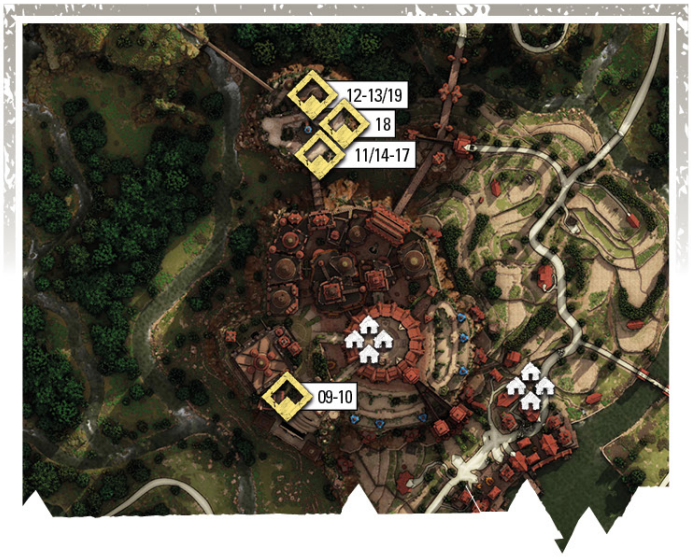
13-19 Before you can pursue Derval, you need to destroy the sonic device that is being used on Avad, Erend and Marad. Once that's done, head through

Enemy Group

Type		Lvl.	Page
	Dervahl	20	261
	Mercenary Warrior	10	248
	Glinthawk	18	188

Recommended Loadout

Weapon	
Shadow Hunter Bow	Hardpoint Arrow/Fire Arrow
Shadow Sharpshot Bow	Precision Arrow/Tearblast Arrow
Shadow Sling	Fire Bomb



the nearby gate to face Dervahl. Dervahl uses a Tearblaster capable of inflicting a lot of damage and knocking you over, so your goal should be to prevent him from attacking. Fire works best for this purpose, and it also inflicts a good amount of damage. He tends not to move around a lot unless he's knocking you over, so Fire Bombs can be very effective for keeping him burning, during which time you can use Hardpoint Arrows to inflict a lot of damage.

Dervahl will also call in two Mercenary allies during the fight, and they will approach along the staircases that back down towards the city. They both tend to hang back and fire arrows unless you get close to them, so once you see them, retreat back towards the gate you came though so that you can use the walls for cover. By doing that you can essentially ignore them until Dervahl is down. A cut-scene will play once Dervahl and both of those Mercenaries have been defeated, and Dervahl will call in a large flock of Glinthawks. The Glinthawks approach from the city, and since there's not a lot of room to move around near the gate, you may want to go down one of the sets of stairs to reach the large circular area below.

The easiest way to deal with the Glinthawks is to hit their Freeze Sac with a Tearblast Arrow, then switch to Hardpoint Arrows to finish them off. Alternatively, using a Ropecaster to tie them down and kill them one at a time can also work well. Talk to Dervahl again once all the Glinthawks have been dealt with, and then speak with both Avad and Erend to bring this quest to a close.



Maker's End

Aloy seeks to learn more about the mysterious woman who looks like her among the crumbling ruins of an ancient city.



Maker's End

Recommended Lvl.	14
Prerequisites	Main Quest 'The City of the Sun' (P.307)
Unlocks	Main Quest 'The Grave-Hoard' (P.328)
Rewards	
+7000	+1
Other	–

OBJECTIVES OVERVIEW

01	Go to Maker's End
	Not far from your destination you'll come across the Shattered Kiln Bandit Camp, and Nil can also be found sitting just to the south of it. (P.449)
02	Loot the Equipment Stash
	The Corrupted Zone near the equipment stash can be very difficult due to powerful enemies and a lack of cover, so make sure you save at the nearby Campfire before attempting it. (P.491)
03	Go to the Ruins
04	Investigate the Explosions
05	Kill the Cultists and the Deathbringer
06	Loot the Eclipse Officer
07	Investigate the Rubble
08	Search for Information about Elisabet Sobeck
09	Go to Ted Faro's Office
10	Search Ted Faro's Office for information about Elisabet Sobeck
	Before dropping into Ted's office, look to the east and you'll see some yellow handholds leading up a section of the ruins. Follow them to the top and you'll find another Power Cell for the 'Ancient Armory' Side Quest. (P.372)
11	Scan the Datapoint
12	Watch the Hologram
13	Scan the Datapoint
14	Watch the Hologram
15	Scan the Datapoint
16	Watch the Hologram
17	Exit the Ruin



01/02 While on your way towards Maker's End, the mysterious stranger will periodically talk to you over your Focus. He'll tell you that he left a stash of equipment for you just outside the ruins. While taking the stash is entirely optional, it contains a Very Rare Modification, so is worth picking up along the way **[→▭ 1]**. The route takes you past that stash and through the Eclipse camps, but it's possible to skip some of that if you wish. By going straight north instead of following the route around to the east you can skip the first part of the camp, but doing so will put you in a slightly worse position from which to fight the enemies in the second part of the camp.



ENCOUNTER MAP

03 1st Encounter

Crouch down and move carefully when you start heading north from the equipment stash – there's a Corrupted Watcher patrolling the path ahead. There's no tall grass for cover, so it's best to use the snow drift next to the building on the west of the path to get an elevated position. When you have a clear view of it, use a Precision Arrow to hit it in the eye.

Enemy Group

Type	Lvl.	Page
Corrupted Watcher	12	132
Cultist Sniper	6	248
Cultist Dredger	6	245
Cultist Thug	6	248

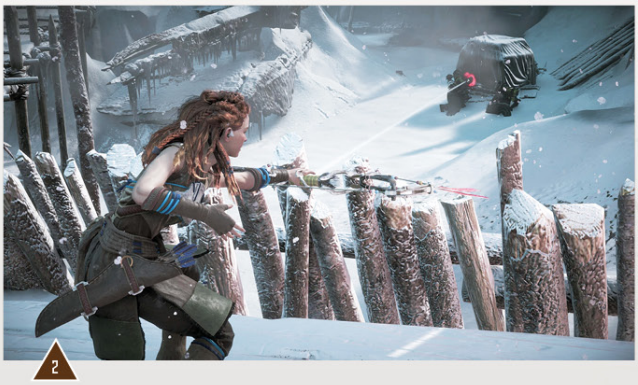
Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Precision Arrow

Your next target is a lone Cultist Sniper patrolling a small area near **Position A**. Once he's down, move quietly towards **Position B** and use a Silent Strike on the Thug there. If you look to the east you'll see two Dredgers crouched down near a crate at **Position C**; headshot the one on the left with a Precision Arrow, and the one next to him won't become alerted, allowing you to either headshot him, or sneak up behind him for a Silent Strike **[→☐ 2]**.



Continue west along the walkway from **Position B** and you'll see another Corrupted Watcher patrolling an open area ahead, and two more Cultists in a pit to the north at **Position D**. Wait for the Watcher to start walking away, and then move along the walkway until you have a clear enough shot on the two Cultists to kill them with headshots. Now wait for the Watcher to come back down and you can take it out without having to worry about alerting any other enemies.



ENCOUNTER MAP

03 2nd Encounter

Stick to the south of the main path as you approach the second part of the camp, and come to a stop once you reach **Position A**. There's a Cultist Punisher patrolling the area just past this position – wait for him to



Enemy Group

Type	Lvl.	Page
Corrupted Watcher	12	132
Corruptor	18	192
Cultist Sniper	6	248
Cultist Dredger	6	245
Cultist Thug	6	248
Cultist Punisher	6	248

Recommended Loadout

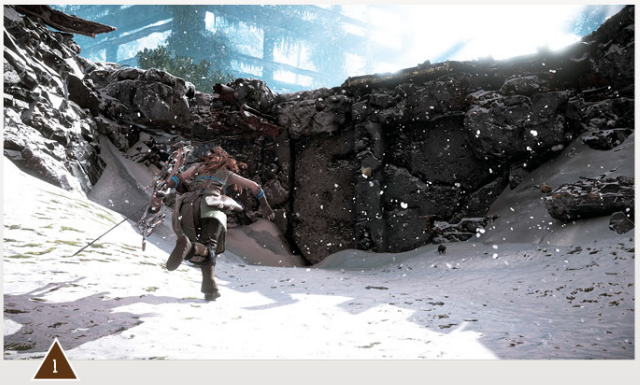
Weapon	
Shadow Hunter Bow	Hardpoint Arrow/Fire Arrow
Shadow Sharpshot Bow	Precision Arrow/Tearblast Arrow
Shadow War Bow	Freeze Arrow

Maker's End

come into view and then take him out with a headshot. There are a large number of enemies in the area ahead, including a Corruptor, so try to take out as many as possible without being detected. Remain crouched and move north along the walkway to a small wooden platform at **Position B** to get a better view. If you don't want to fight these enemies, you can drop down to the north from here, sneak around behind the tents, and then climb up the rubble at **Position C** and continue on **[→▢ 1]**.

If you fight, try to take out the other enemies quietly so that when you do engage the Corruptor, you don't have to worry about them. Start by taking out the two Snipers that patrol the small island near **Position D**, and then pick off the patrolling Watchers. The Watcher carcasses will usually get the attention of some of the other Cultists in the area – when they investigate, you'll be granted an excellent headshot opportunity.

When it's just the Corruptor left, your initial attack should be a Double or Triple Shot Tearblast Arrow to its Components, and then keep firing Tearblast Arrows until both Components have been removed. By moving back and forth along the platform you're on, the low wall can provide enough cover to shield you from most of the Corruptor's attacks. Because this Corruptor tends to stay reasonably far back, using Fire and Freeze arrows will generally work out better than bombs.



ENCOUNTER MAP

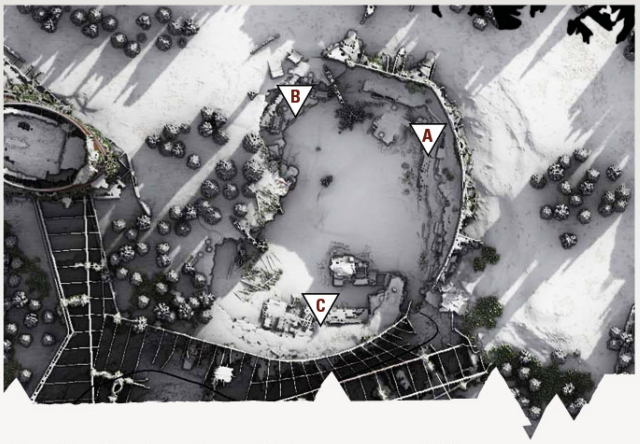
04/05 As you get closer to the ruins you'll start to hear loud explosions. Eventually you'll drop down into a large open area to find out what was causing them: the Cultists are using a Deathbringer to aid in their excavation near the entrance to the ruins. If you want to get inside, you'll need to kill them all first.

Enemy Group

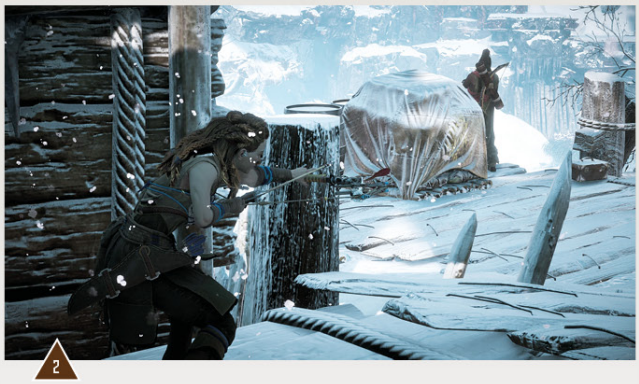
Type	Lvl.	Page
Corrupted Watcher	12	132
Deathbringer	14	234
Cultist Sniper	6	248
Cultist Dredger	6	245
Cultist Priest	6	245

Recommended Loadout

Weapon	
Shadow Hunter Bow	Hardpoint Arrow
Shadow Sharpshot Bow	Precision Arrow
Shadow Sling	Fire Bomb



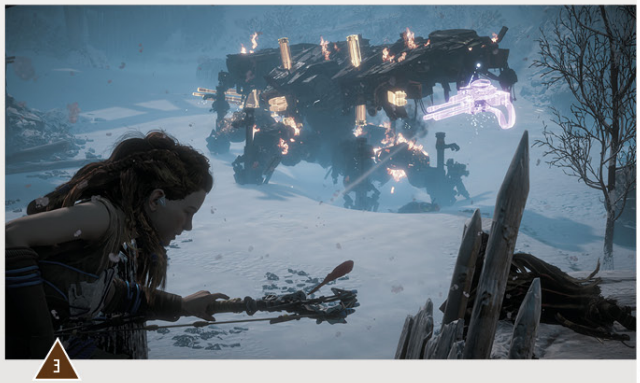
The Deathbringer's multiple weapon platforms are extremely powerful, but this one is damaged so it can't use all of its attacks. The enemies are still unaware of you, so take advantage of the situation by picking off some of the other enemies before engaging the Deathbringer. Quietly move north up the wooden ramp and continue along the walkway until you come to a large section of boards at **Position A** that you can use for cover. If you look to the west from here you'll see a Cultist Sniper nearby, and a second one on the opposite side of the area at **Position B** – take them out first **[→▢ 2]**.



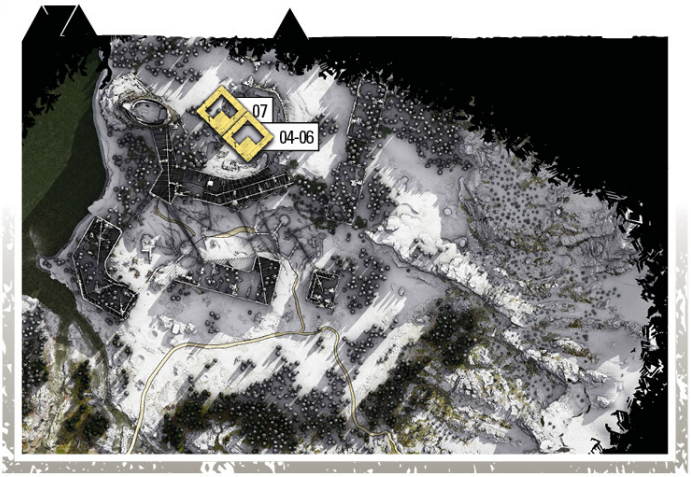
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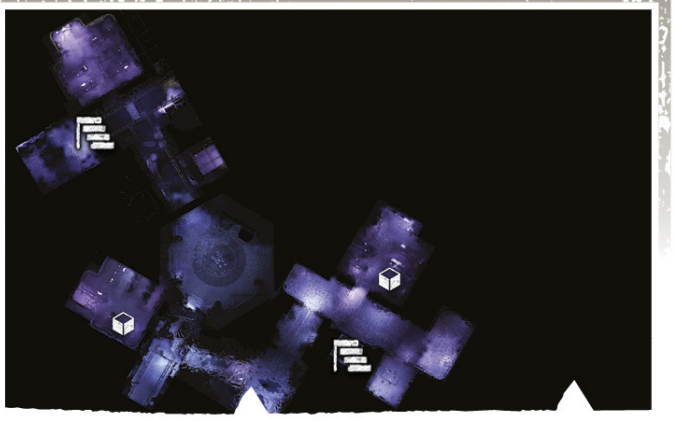
The only other enemies that can hit you here are the Corrupted Watchers patrolling the area below, so make those your next targets. One patrols the area close to you, while the other one patrols near the other side of the Deathbringer – use Lure Call to bring it closer for an easier shot.

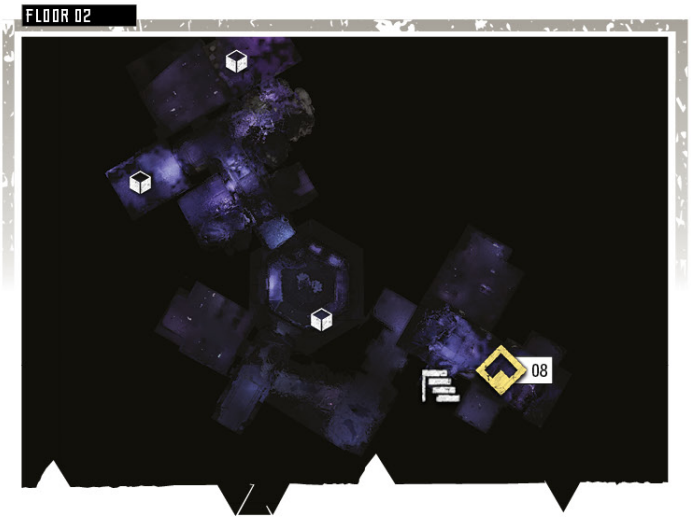
Most the remaining Cultists are positioned close to the Deathbringer, so you can either pick them off with Precision Arrows, or launch Fire Bombs at the Deathbringer to start it burning, setting the Cultists ablaze too. Keep using Fire Bombs to ensure the Deathbringer is always burning, and use Hardpoint Arrows to take out the weapon Components, especially the Repeater Cannons on either side **[→▢ 3]**. Once the Deathbringer is down, the only enemies remaining should be Cultists near **Position C**, so move around the area as needed to pick them off with Precision Arrows.



3







06/07 One of the Eclipse officers was wearing a Focus. Once the area is clear, loot it from his body to see if it has any useful information. After the cut-scene, investigate the rubble blocking the entrance to the ruins and you'll find a narrow crack just wide enough for you to squeeze through.

08/09 Now that you're in the ruins you need to make it all the way to the top, to Ted Faro's office. Drop down the elevator shaft ahead of you, and then follow the path around to the west through the remainder of the floor and up the stairs at the end.

Story Note
Shortly after you pass through the large entrance hall with the Deathbringer statue, the unknown caller will upload four files to your Focus. These files contain bios about important historical characters and information on the Faro corporation, so it's worth going into your Notebook and reading them.

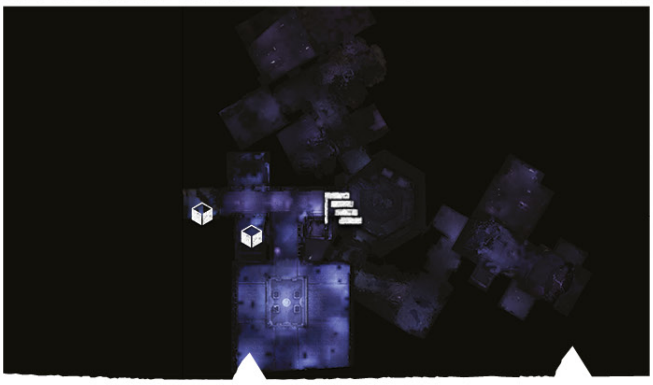
Maker's End

If you go east from the top of those stairs you'll be able to go through a small opening that leads to a room with a large supply cache, so grab that before continuing south through the caved-in area. Beyond the collapsed ceiling you'll see a walkway above the lobby you passed through earlier. Unfortunately, it will collapse straight away, forcing you to look for a less conventional route.

Follow the walkway to the east and you'll find some orange blocks you can climb up, leading to a small platform. The orange blocks on the north wall of this platform lead you to a supply cache, and the ones on the southeast beam are the way forward; follow them around the room to reach the floor above **[→▢ 1]**. The next elevator shaft you need to climb can be seen very close by as soon as you reach this floor, but before climbing it, take the time to explore the rest of the floor. Of particular note is the large holographic display room in which you can watch three displays about some familiar machines; watch the displays to the end and their entries will be added to your Notebook.

Enter the elevator shaft when you're ready to continue, and use the series of broken ladders and handholds to climb your way up to another floor. On that floor the only place you can access is another elevator shaft. Halfway up this shaft you'll be able to either access open doorway, or continue further up – both routes lead to the same location, so it doesn't matter which way you go.

FLOOR 03



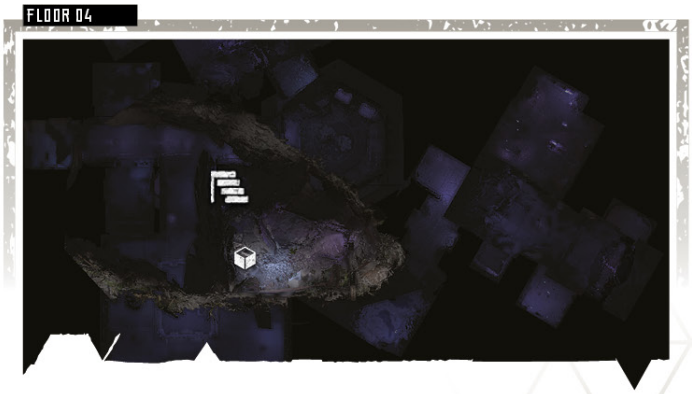
Take the path around the outside of the building and you'll find some yellow handholds that you can use to reach a higher floor. You'll then need to follow the path around and drop down through a hole in the floor, before jumping across a gap and eventually reaching another elevator shaft. In this shaft you'll again have the choice of going through an open doorway or continuing up. While they both lead to the same place, going through the doorway will let you get some additional Resources.

10-17 When you finally reach Ted Faro's office, start your investigation by examining an ancient mainframe. Some Holographic Datapoints are still intact and will be recovered one at a time, appearing on the nearby table for you to scan. After watching the third Hologram, the executive elevator will unlock and you'll have another encounter with your unknown caller. After this, the quest will be complete and you can take the quick route down through the elevator shaft **[→▢ 2]**.





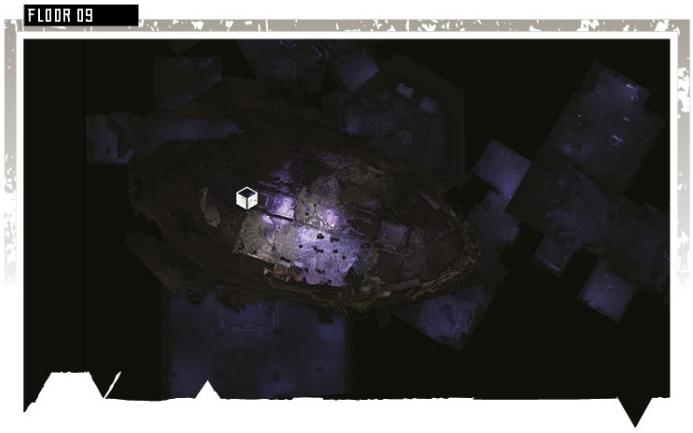
FLOOR 04



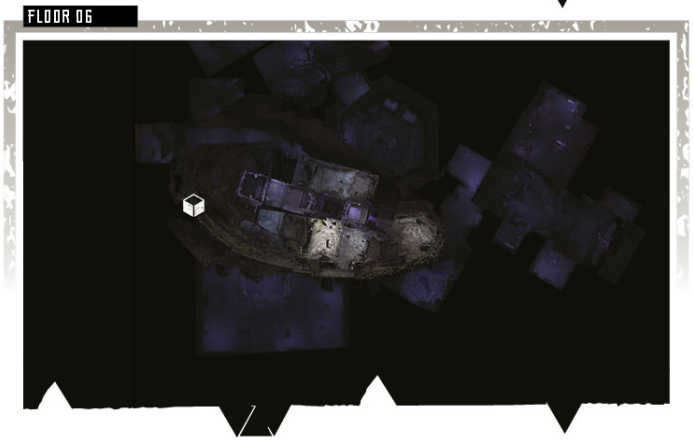
FLOOR 05



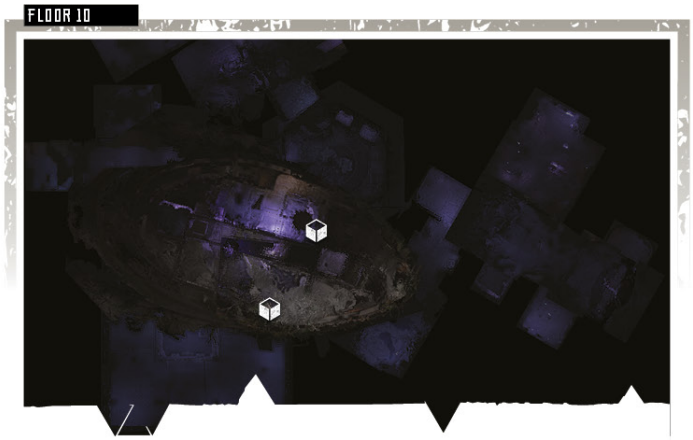
FLOOR 09



FLOOR 06



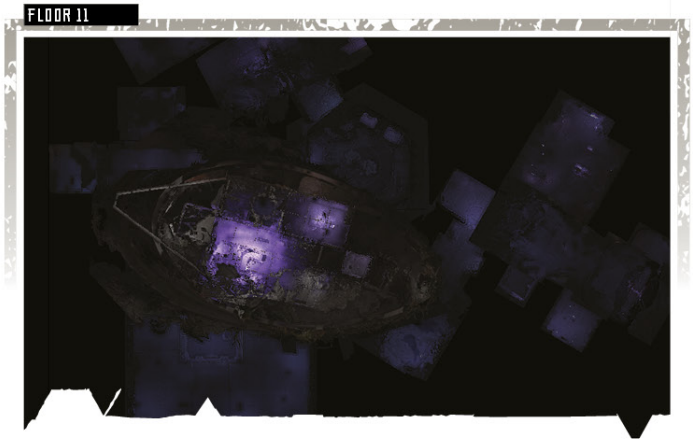
FLOOR 10



FLOOR 07



FLOOR 11



FLOOR 08



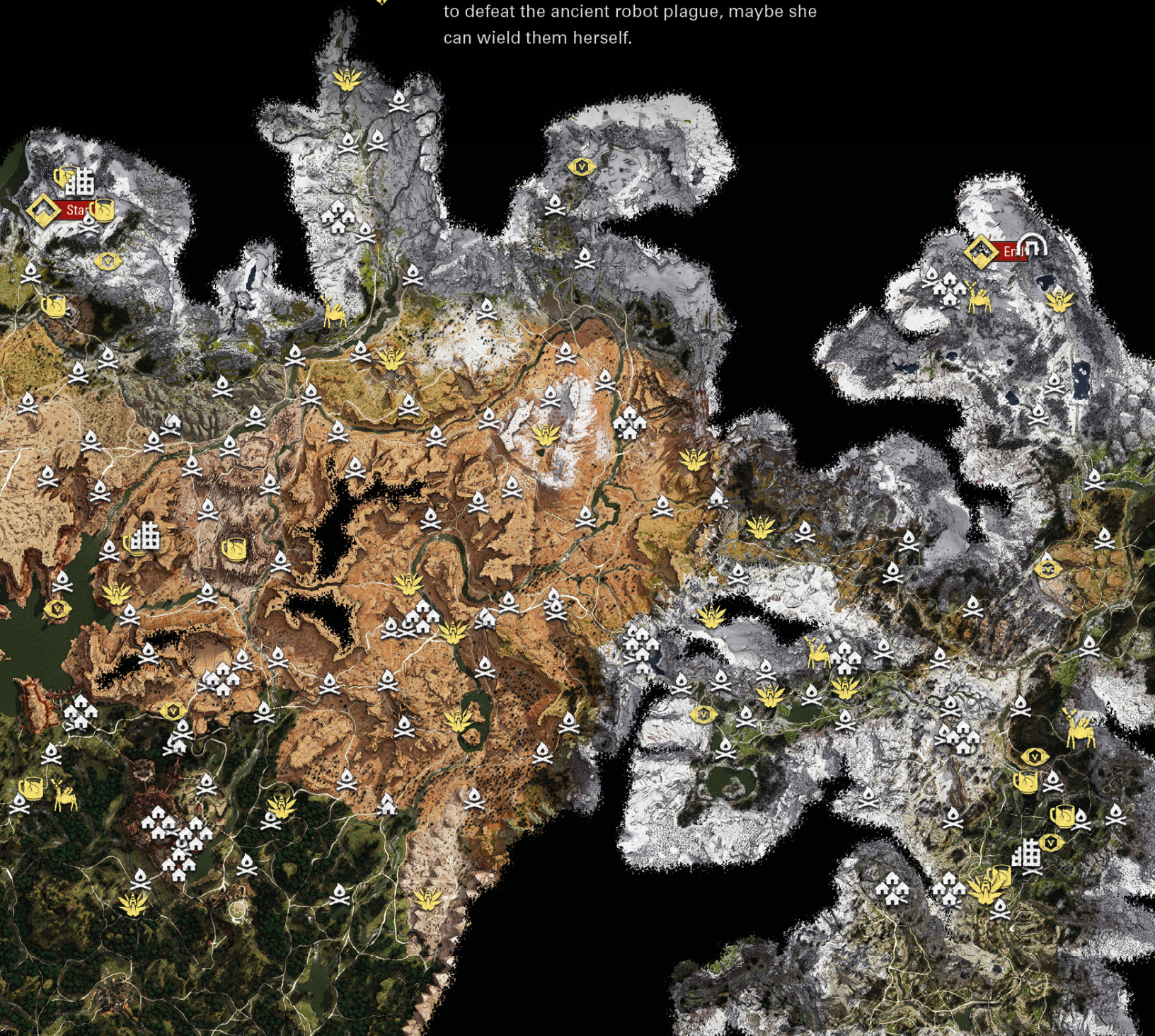
FLOOR 12





THE GRAVE-HOARD

Aloy delves the ruins of U.S. Robot Command to learn more about Project: Zero Dawn. If she can discover the weapons Elisabet Sobeck used to defeat the ancient robot plague, maybe she can wield them herself.



Recommended Lvl.	18
Prerequisites	Main Quest 'Maker's End' (P.321)
Unlocks	Main Quest 'To Curse the Darkness' (P.334)

Rewards

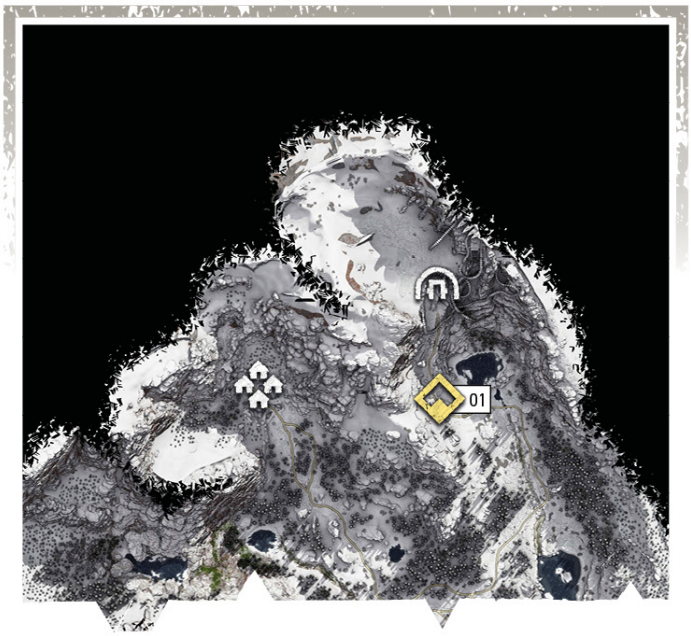
+9000 +1

Other –

OBJECTIVES OVERVIEW

- 01 Go to the Grave-Hoard
  - With things escalating in the Main Quests, the ability to control even more powerful machines will be extrmeely useful. If you haven't already do so, it's worth clearing Cauldron ZETA (P.480) on your way to the Grave-Hoard.
  - Brin, the Banuk Shaman, lives in a small hut nestled at the back of a canyon along your path to the Grave-Hoard, and you can help him explore the mysterious properties of machine blood in the 'Acquired Taste' (P.388) Side Quest.
  - The injured Hakurt can be found by the side of a path just northwest of Free Heap, and if you speak to him you can pick up the Side Quest 'Death from the Skies' (P.390).
  - If you picked up the 'A Moments Peace' Side Quest in Meridian, now is the perfect opportunity to do it if you haven't yet. (P.395)
- 02 Explore the Grave-Hoard
  - There are lots of Datapoints to be found within the Grave-Hoard that provide a wealth of information about the ancient war with the machines. For more on these, check the Region Guide chapter (P.557)
- 03 Examine the Door
- 04 Restore power to the Ancient Door
- 05 Continue exploring the Grave-Hoard
- 06 Kill the Eclipse in the Armory
- 07 Continue exploring the Grave-Hoard
  - You'll find another Power Cell for the 'Ancient Armory' Side Quest in the corner of the corridor leading into the armory room. (P.372)
- 08 Use the Console
- 09 Continue exploring the Grave-Hoard
- 10 Kill the Deathbringer and the Eclipse troops
- 11 Search the War Room
- 12 Climb up the Escape Elevator





01 As you get close to the Grave-Hoard you'll start to see remnants of the ancient war machines – crouch down and start proceeding quietly, because there are Eclipse Cultists in the area. There are patches of tall grass to the west of the path that you can use to remain hidden while you continue. The first group of Cultists you'll encounter are gathered around a Corruptor carcass – there are three in total, along with a Corrupted Watcher. The best way to deal with them is to shoot a Fire Arrow into the Dredger's Blaze Canister when the other enemies are near him **[→▢ 1]**. Timed well, that explosion can take out all three of the Cultists, leaving only the Watcher to deal with using either a Precision Arrow to the eye or a Silent Strike.

Enemy Group

Type		Lvl.	Page
	Corrupted Watcher	12	132
	Cultist Thug	6	248
	Cultist Dredger	6	245

Recommended Loadout

Weapon	
Shadow Hunter Bow	Fire Arrow/Hardpoint Arrow
Shadow Sharpshot Bow	Precision Arrow

02 Crouch down and move quietly as you make your way down the rubble into the Grave-Hoard, because there are Eclipse forces in the room below.

THE GRAVE-HOARD

A Dredger along with an Elite Punisher are crouched down near some machinery, while a Corrupted Watcher patrols the room. Move behind the carcass of a Corruptor directly ahead of you when you reach the room, and then shoot a

Enemy Group

Type		Lvl.	Page
	Corrupted Watcher	12	132
	Elite Cultist Punisher	15	248
	Cultist Dredger	6	245

Recommended Loadout

Weapon	
Shadow Hunter Bow	Fire Arrow/Hardpoint Arrow
Shadow Sharpshot Bow	Precision Arrow



Fire Arrow into the Blaze Canister of the Dredger when the Watcher gets close to him **[→▢ 1]**. The blast should take out the Dredger and the Watcher, while leaving the Punisher close to death – quickly use Hardpoint Arrows to finish him off while he's burning. Be sure to scan all the Datapoints in this room (and pick up the invaluable Stranded Necklace), and then ride the slip-line down to the next part of the complex. Here you'll find more Datapoints to scan, before taking another slip-line even deeper into the complex.

03/04 There are three power lines connected to the ancient, inactive door here. Each power line is controlled by a set of Holo Locks that need to be aligned to restore the flow of power and open the door, and all of them flow into a large room nearby. After you enter, jump from the protruding beam to the north to reach the opposite side of the room, where there first set of locks are. Use your Focus to scan the area and you'll find the Code Nexus for this set just to the west of them, and you should input



the positions starting with the lock nearest to the nexus. Since this nexus is fully functional, the correct positions are clearly displayed **[→▢ 2]**

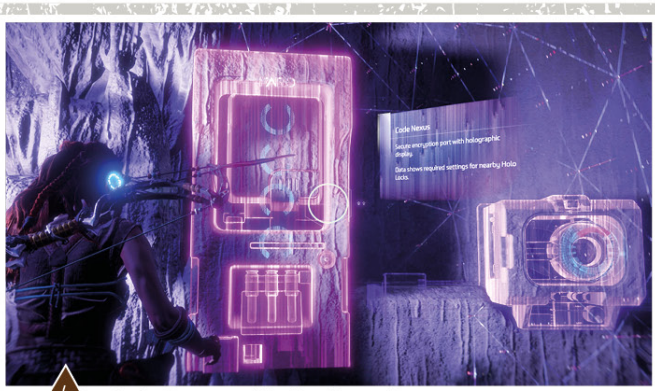


Once that set is aligned, drop down from the south end of this platform to reach another one below, where the second set of locks can be found. The Code Nexus for this set has been damaged, but if you look down beside it you'll find an audio log from one of the technicians. In it he details his method for remembering the positions, which should be inputted starting with the one furthest from the nexus **[→▢ 3]**.

Proceed around the ring to the third set of locks, which has a partially-working Code Nexus next to them. The line giving you a clear indication of the lock position is missing, but if you look carefully at the ring you'll notice that there are

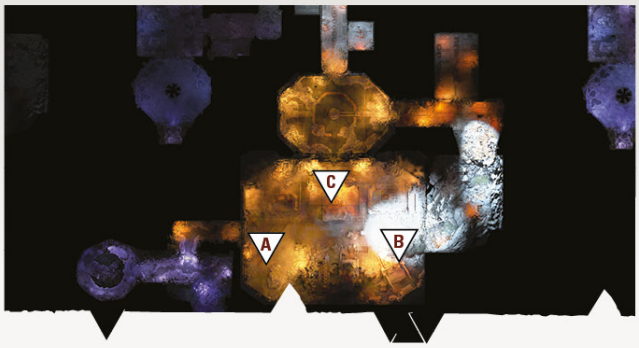


gaps where the line should be **[→▢ 4]**. With the power restored, climb the nearby ladder and make your way through the now-open ancient door.



ENCOUNTER MAP

05/06 There is a large group of Cultists in this room, and a high risk of being detected. Before you engage them, it's worth putting down some Blast Wires on the ramp beside you at **Position A** to stop them getting too close if you are spotted. Move back into the doorway so that it's harder for the enemies below to see you, then wait for the patrolling Elite Punisher to come



Enemy Group

Type	Lvl.	Page
Corrupted Scrapper	15	151
Elite Cultist Punisher	15	248
Cultist Dredger	6	245
Cultist Sniper	6	248
Cultist Thug	6	248
Cultist Heavy	15	251

Recommended Loadout

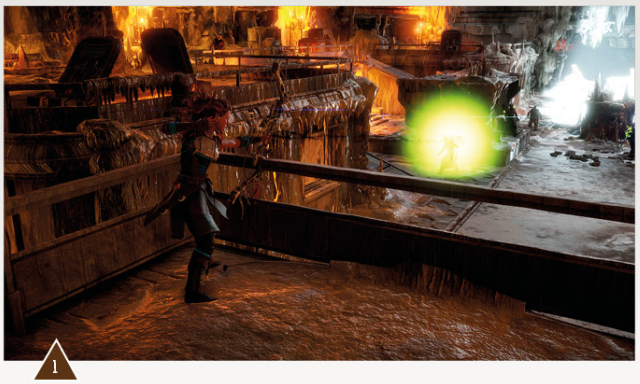
Weapon	Ammo Type
Shadow Hunter Bow	Fire Arrow/Hardpoint Arrow
Shadow Sharpshot Bow	Precision Arrow
Shadow Tripcaster	Blast Wire
Shadow War Bow	Corruption Arrow

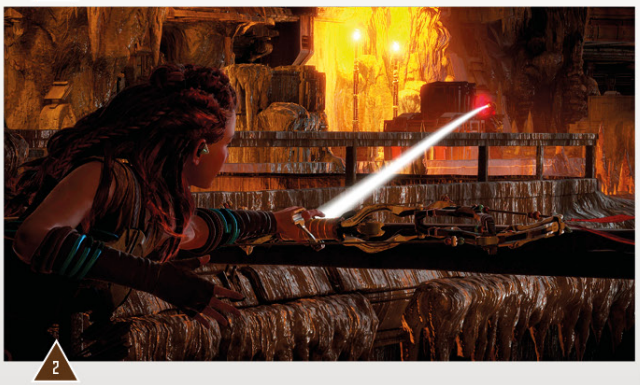
THE GRAVE-HOARD

into view and hit him with a Corruption Arrow **[→▢ 1]**. The other enemies will turn on him, and the Scrapper will easily kill him. At the same time, the Heavy near **Position B** will usually come into view, and you can hit him with a Corruption Arrow, too.

While the other enemies are focused on the Heavy, launch a Fire Arrow into a Dredger's Blaze Canister. The ensuing blast should severely damage the Scrapper and kill off some of the other enemies, tipping the odds greatly in your favor.

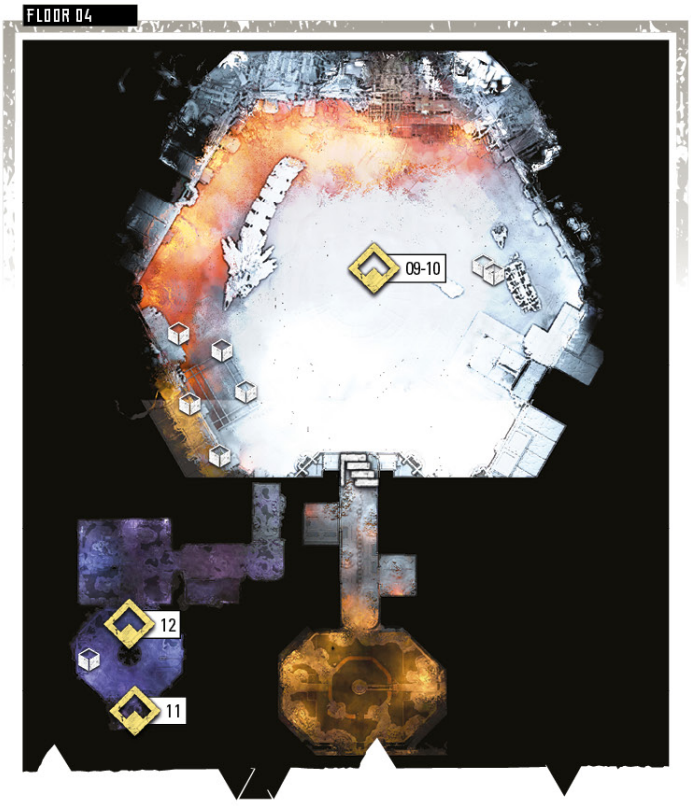
If you don't have Corruption Arrows, start the fight by taking out both Cultists on the rooftops near **Position C** with Precision Arrow headshots **[→▢ 2]**. After that, wait for the patrolling Punisher and Scrapper to get near the Dredgers, and then use Fire Arrows to detonate their Canisters. Finish off the remaining enemies with Hardpoint Arrows, and if they start closing in on you, retreat through the doorway and let them run into your Blast Wires.


1


2

07-09 At the eastern end of the armory room you'll find an orange beam protruding out over the water. If you jump off the end of the beam you can reach a handhold and climb up to a ledge. From that ledge, jump across to another handhold in the cliff and shimmy along until you reach a pile of scrap metal. **[→▢ 3]**. Pull yourself up and follow the path along until you enter a large room. Next, activate the console to start a holographic display, before proceeding through the open door into the next room; once you enter this room you'll be unable to leave, so make sure you've explored everywhere you want to go first.


3



ENCOUNTER MAP

10 The Cultists in this room have unearthed a fully-functional Deathbringer, and you'll need to destroy it, and the Cultists, before you can continue exploring the area. The Deathbringer's attacks are extremely powerful – it only takes a few shots to collapse the walkway you're standing on – which means fighting it from up here is not a good idea. Before going down to face it, however, it's a good idea to deal with all the Cultists Dredgers – they can easily be taken out with Precision Arrow headshots from where you start **[→□ 4]**.

Enemy Group

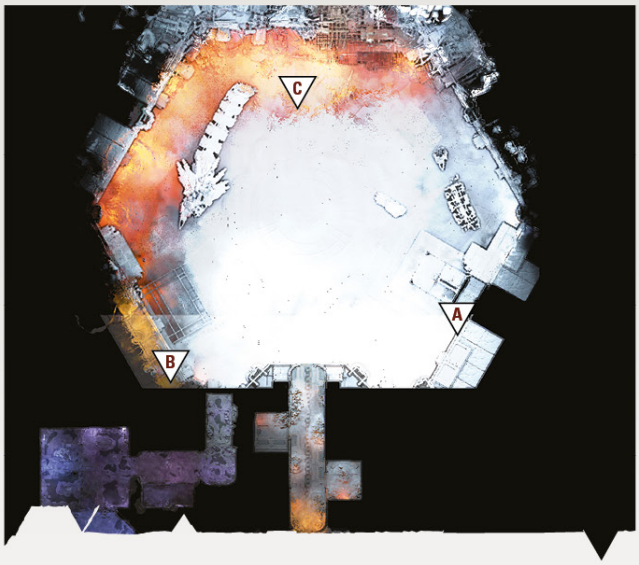
Type		Lvl.	Page
	Deathbringer	18	234
	Cultist Dredger	6	245

Recommended Loadout

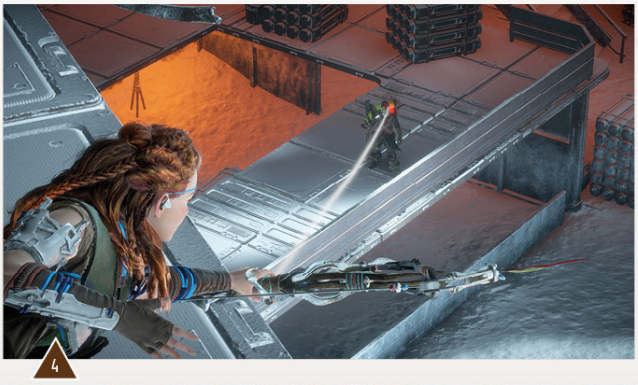
Weapon	
Shadow Hunter Bow	Fire Arrow/Hardpoint Arrow
Shadow Sharpshot Bow	Precision Arrow
Shadow Sling	Fire Bomb

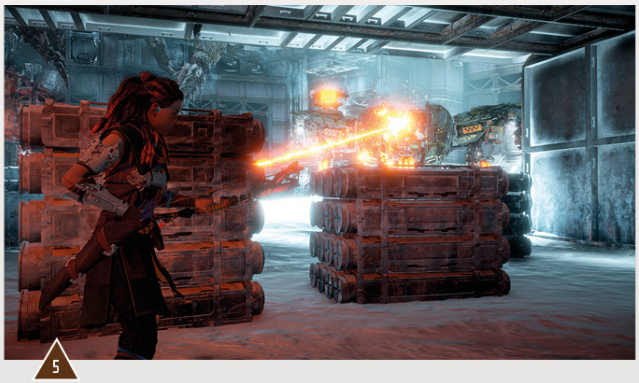
To get down to the area with the Deathbringer, there are Rappel Points at **Positions A** and **B**, both of which leave you on the roof of a small building. Even the walls of these buildings cannot stand up to the Deathbringer's assault, so you'll need to keep constantly moving around the area as each piece of cover gets destroyed. The debris and large rocks towards the north end of the room a **Position C** can provide cover and allow you to move around a large area. It's best to begin your assault by rappelling down from **Position B**, because the room there provides a lot of protection, and there are stacks of munitions and staircase to use for additional cover **[→□ 5]**.

Fire Bombs should be one of your main tools here, because the slow-moving Deathbringer will take constant damage from the pool of fire. While it's burning, use Hardpoint Arrows and concentrate on the Gun Turret first (so that you don't take as much fire while moving around), and then take out the Swarm Launcher. The Swarm Launcher is big enough that you can rapidly fire arrows at it from quite a distance, without worrying about drawing the bowstring for full accuracy.



The main attack you need to watch for is the missile barrage, because that's what causes all the cover destruction and it has a large blast radius; whenever you hear missiles coming, make sure to roll well out of the way to avoid the splash damage. Keep the machine burning and destroy the Cooling Rods any time it Overheats, and it will eventually fall.

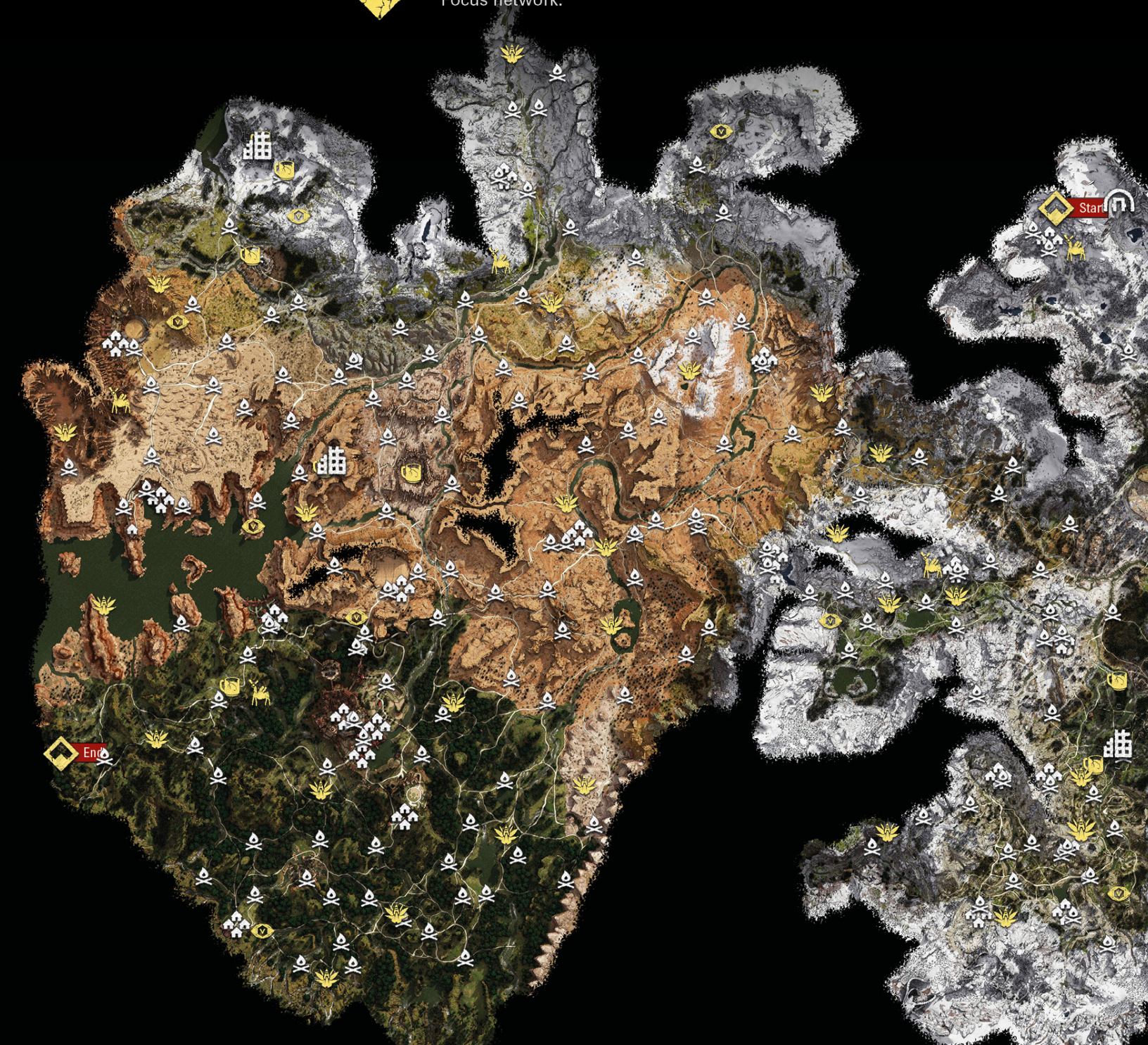




11/12 Once the Deathbringer has been defeated, a door to the south will open and you'll be able to enter the War Room; activate the console in this room to play another holographic presentation. Climb up the escape elevator shaft afterwards and you'll go over your findings with Sylens and complete this quest.

TO CURSE THE DARKNESS

Aloy undertakes a dangerous mission to infiltrate a secret Eclipse base and crash the cult's Focus network.

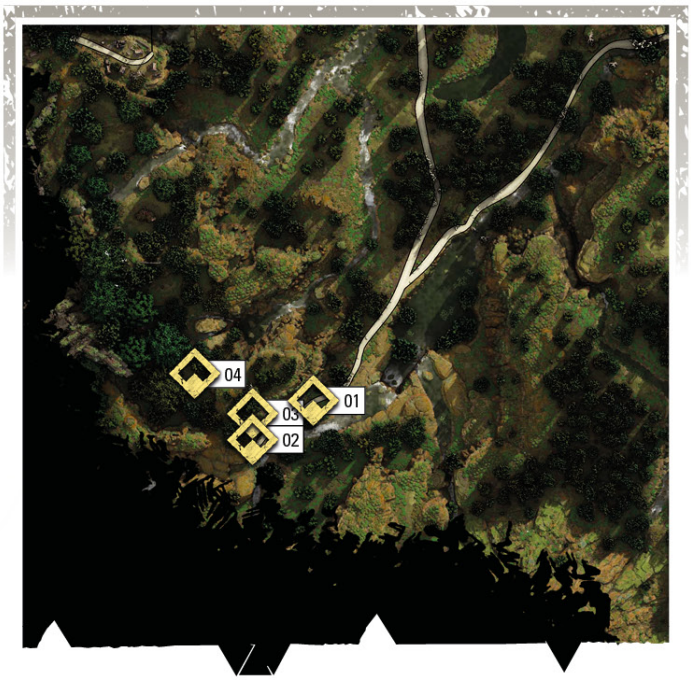


Recommended Lvl.	20
Prerequisites	Main Quest 'Revenge of the Nora' (P.300) & Main Quest 'The Grave Hoard' (P.328)
Unlocks	Main Quest 'Deep Secrets of the Earth' (P.339)

Rewards

+10000 XP | +1

Other –



OBJECTIVES OVERVIEW

01	Go to the Location that Sylens indicated
	If you've yet to visit Brightmarket, now is the perfect time to do so. There you can speak to Fernund and help him acquire an ancient relic in the 'A Curious Proposal' Errand (P.438), and Lahavis is looking for someone to help him find his missing daughter in the 'Sun and Shadow' Side Quest (P.412). That quest is also required if you're trying to recruit allies for the 'All possible allies joined' Trophy (P.599). Someone has also been stealing food from the local market, and Gulahni asks that you track down the culprit in the 'Sun's Judgment' Errand (P.437).
02	Climb the Escarpment
03	Rest at the Campfire
04	Infiltrate the Eclipse Base
05	Search for the derelict Tallneck
06	Crash the Eclipse Focus Network
07	Escape the Eclipse Base!



01–03 When you reach the coordinates given to you by Sylens, use the handholds to climb up the escarpment and then rest at the Campfire once you reach the top. After the talk with Sylens you'll need to squeeze through the nearby crevice and start your infiltration of the Eclipse Base **[→▭ 1]**.

ENCOUNTER MAP

04 1st Encounter

You'll emerge in some tall grass at **Position A**, with several corrupted machines ahead of you. The Corrupted Longlegs pose the greatest threat – try to avoid getting into open combat with them until you've cleared out some of the Watchers. One of the Watchers' patrol route brings it very close to this tall grass, so stay where



Enemy Group

Type	Lvl.	Page
Corrupted Redeye Watcher	17	132
Corrupted Longleg	20	156

Recommended Loadout

Weapon	
Shadow Hunter Bow	Hardpoint Arrow
Shadow Sharpshot Bow	Precision Arrow
Shadow War Bow	Shock Arrow
Preferred method of freezing	

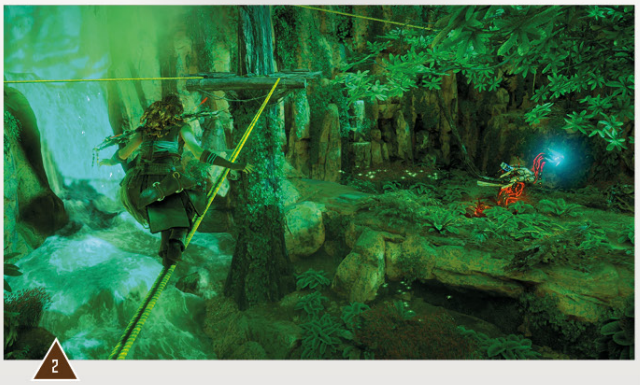
you are and use a Silent Strike on it. Next, head to another patch of grass at **Position B** and use Lure Call to bring the nearby Watcher to you for another Silent Strike **[→▢ 1]**.



Wait for the Longleg in the middle of the area to start heading east, and then move to the grass at **Position C**, where you'll be able to Lure Call another Watcher close to you for a Silent Strike. If you're intending on taking down the Longleg, now is the time – there's only one Watcher left, and the other Longleg cannot reach you. Freeze it and take out the Concussion Sac with Hardpoint Arrows. If both machines ever get close together, it's worth using a Shock Arrow to hit the Power Cell, so that the explosion stuns both of them.

If you don't want to fight it, wait for it to start moving east, and then quietly head to the grass at **Position D**, and when it's clear again, continue to the grass next to the tree with the handholds at **Position E**. Now you just need to wait for it to face away, and then quickly climb up the tree to the platform above. From this platform you can quite easily kill the second Longleg if you wish, or cross the rope and use the slip-line to leave the area **[→▢ 2]**.

Stealth Approach
If you watch the machines' patrol routes, it's possible to make it to the tree with the handholds while remaining undetected by carefully timing your movements through patches of tall grass. Once you're up the tree you can cross the rope and use the slip-line to reach the next encounter. You may want to consider this approach when playing on the higher difficulty settings where combat with the Longlegs is a lot more dangerous.



ENCOUNTER MAP

04 2nd Encounter

The area ahead is filled with several Corrupted Scrappers, but the environment offers you a few ways to deal with them relatively safely. From the ridge you start

Enemy Group

Type	Lvl.	Page
Corrupted Scrapper	15	151

Recommended Loadout

Weapon	
Shadow Hunter Bow	Hardpoint Arrow
Shadow Sharpshot Bow	Tearblast Arrow



on, it's possible to take out all of the Scrappers by using Tearblast Arrows to quickly remove components and disable their ranged attacks, followed by some Hardpoint Arrows to finish them off **[→▢ 3]**.

Alternatively, if you drop down into the tall grass, and then move to another patch of tall grass beneath the remains of a Deathbringer at **Position A**, you can use Lure Call to bring the Scrappers to you for easy Silent Strike kills.

A full stealth approach is also possible if you carefully watch the patrol routes of the Scrappers. The timing when moving between the patches of grass at **Position B** and **C** on either side of the river is quite tight, but because you're lower, you can make use of the riverbank and large rock to obscure you from sight even when not in the grass. Once you're at **Position C**, wait for the



Scrapper ahead to start walking towards the ledge you're trying to reach, then move along to **Position D** and wait for it to start walking away again, before jumping up to the ledge.

ENCOUNTER MAP

05/06

After a chat with Sylens you'll land in a camp filled with Cultists and must find a way to the Tallneck that's sending a strong signal to your Focus. Finding a way there will be a lot easier without the Cultists, so it's best to take care of them first. Two of

Enemy Group

Type		Lvl.	Page
	Cultist Thug	6	248
	Cultist Dredger	6	245
	Elite Cultist Archer	15	248

Recommended Loadout

Weapon	
Shadow Hunter Bow	Hardpoint Arrow
Shadow Sharpshot Bow	Precision Arrow

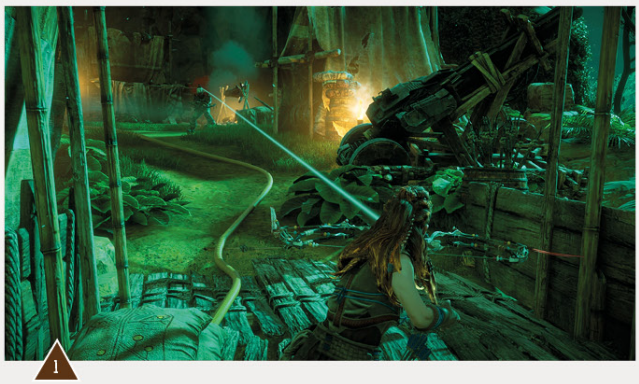
the Cultists pass very close to the tall grass you're in, so either take them out with Precision Arrow headshots, or lure them towards you for Silent Strikes.

Move east to **Position A** and you'll see another Cultist standing atop a cliff; take him out with a headshot before moving into the tall grass near him **[→▢ 4]**. From here you have a clear line of sight to the north, and two more Cultists; use Precision Arrow headshots to kill them both.





To reach the next target, start crossing the bridge, but crouch down when you near the end of it and go north to **Position B**. From there you'll see another Cultist near the edge of the cliff, so headshot him, too. The final enemy in the area, an Elite Cultist Archer, will usually see that body and run to investigate. Either use a Double/Triple Shot headshot, or sneak around behind him and use R2 Spear attacks to keep him staggered until he dies **[→▢ 1]**.



1

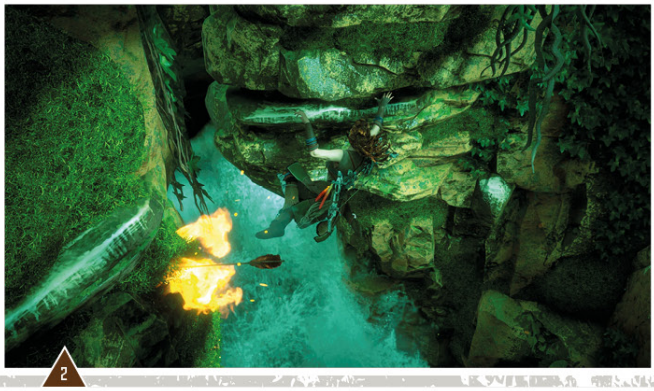


Now that the camp has been cleared, you can freely explore. The first place you should check is the large tent nearby, as there are a number of Datapoints along with a mural and set of ceremonial armor inside. Once you've scanned everything, interact with the leaning tree trunk at **Position C** and you'll push it over. Follow the narrow trail until you reach the structure surrounding the Tallneck, and then climb it to start a cut-scene.

07

When the cut-scene is over you'll be under attack from a Deathbringer and a large number of Cultists; your only option is to run. Because of the high likelihood of taking some damage from the Deathbringer, it's recommended to have Health Potions set and ready to go on your Tool Wheel. Quickly run along the narrow ledge, using the handholds in the cliff face to cross over the ravine **[→▢ 2]**. Shortly after crossing the ravine the path will end and you'll need to jump up to a handhold in the side of the cliff to continue **[→▢ 3]**.

You'll eventually reach a more open area, where Cultists will start running in to attack you. Keep moving past them, because if you stop to engage them you'll only take more damage from the Deathbringer. Using Rolls as often as possible instead of running can help significantly here. Use the slip-line to reach the camp again, and then weave through the Cultists to reach the bridge and rappel down to complete both your escape and this quest.



2



3



Deep Secrets of the Earth

Aloy explores the ancient ruins beneath the Citadel and unravels the unbelievable truth of Project: Zero Dawn.



Deep Secrets of the Earth

Recommended Lvl.	21
Prerequisites	Main Quest 'To Curse the Darkness' (P.334)
Unlocks	Main Quest 'The Terror of the Sun' (P.345) & Side Quest 'Traitor's Bounty' (P.415)
Rewards	
XP +10500	+1
Other	--

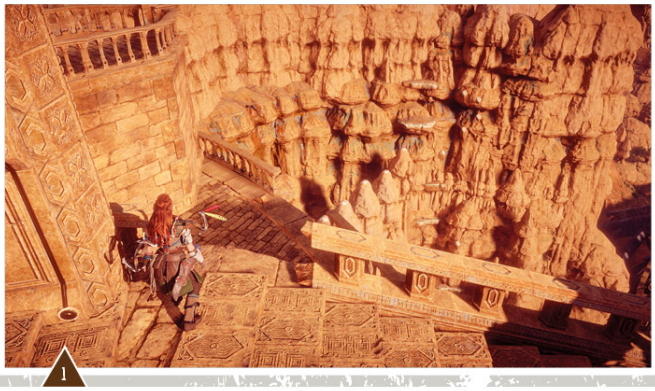


01–06 Proceed through the Citadel and you'll eventually see a cut-scene introducing the 'true' Sun King, Itaman, while High Priest Bahavas issues today's bounties to the local mercenaries. A woman named Vanasha will approach you about one of the bounties and asks that you meet with her. The Quest she takes you on will give you a lot of insight into the Shadow Carja, so it's worth going to do that before continuing with this quest.

When you're ready, proceed out onto the balcony, and face east to see a gap in the parapet that you can drop through to land on a ledge below. From that ledge, you can either drop directly down using the outcroppings of rock to break your fall, or jump across the tall rocks to the cliff-face on the other side, and then use the handholds to climb down safely **[→▭ 1]**. Once you're back on solid ground, examine the boarded-up section of the base of the tower to reveal the entrance to the Zero Dawn facility. Sylens gives you a warning that once you enter the complex, you won't be able to leave until your investigation is complete, so make sure you're fully prepared before entering.

Objectives Overview

01	Go to Sunfall
	If you're heading to the Sunfall along the route indicated in the game, you'll have to go past the Rustwash Tallneck so take the time to scale it and uncover the surrounding area on the map. (P.456)
	Just to the northwest of the Rustwash Tallneck is a Corrupted Zone filled with Corrupted Behemoths and Broadheads that needs clearing. (P.456)
	Among the refugee tents outside the Citadel you'll find a man named Abas, and you can help him track down a healer as part of the 'Healer's Oath' (P.436) Errand.
02	Go to the Citadel Courtyard
03	Enter the Citadel
	While you're attending an audience in the throne room, the mysterious Vanasha will approach you and ask that you meet her out near the tents to begin the 'Traitor's Bounty' Side Quest (P.415). Completing that quest and the one it leads to will gain you two additional allies towards the 'All possible allies joined' Trophy (P.599).
04	Go to the Grand Balcony
05	Climb down
06	Use the Secret Entrance
07	Explore the Project: Zero Dawn facility
08	Enter Viewing Room
09	Kill the Shadow Carja
10	Enter Viewing Room
11	Go to Processing
12	Go to Central Projects
13	Restore Power to The Door
14	Enter Central Projects
15	Kill the Eclipse
16	Find the entrance to Sobeck's Office
17	Examine Elisabet Sobeck's Terminal



ENCOUNTER MAP

07-09 Proceed through the facility until you reach a large room and see a presentation about the origins of Zero Dawn. Continue into the

Enemy Group

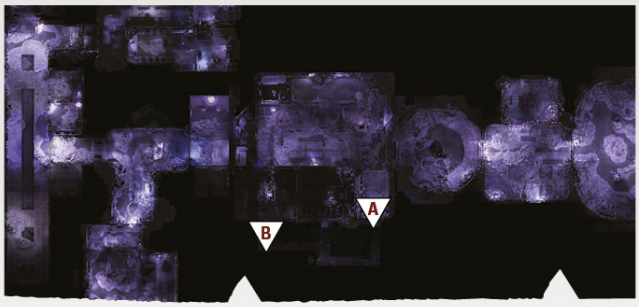
Type		Lvl.	Page
	Shadow Archer	8	248
	Shadow Soldier	10	245
	Shadow Heavy	18	251

Recommended Loadout

Weapon	
Shadow Hunter Bow	Hardpoint Arrow
Shadow Sharpshot Bow	Precision Arrow
Firestriker	

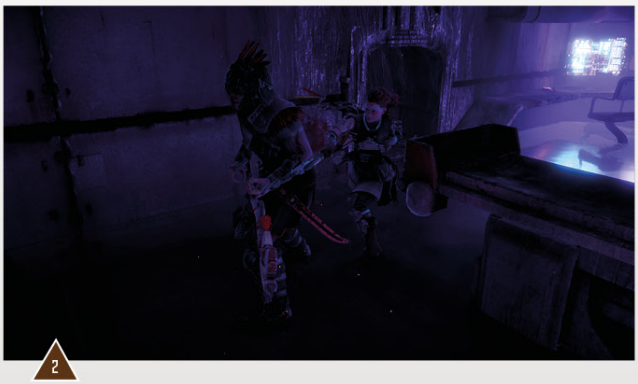
next room and four Shadow Carja will descend from the ceiling to find the source of the disturbance. While you can use the vents to sneak past them and continue through the bunker, doing so would deny you the chance to scan all of the Datapoints in this room.

Those vents can give you a nice early advantage in the fight, however, so move into them at **Position A**, and continue along them until you near **Position B**, but stop before rounding the corner. One of the Shadow Carja soldiers will soon walk past that exit and he'll spot you if you don't wait. Peek around the corner, and when you



see him move past, sneak up behind him and use a Silent Strike **[→▭ 2]**.

Remain crouched and go back to the east, where you'll see a Heavy moving through the room; a Triple Shot Precision Arrow headshot will easily take him down. Pick up his Firestriker and use it to kill the remaining enemy as he rounds the corner to the north.



10-12 When leaving, make sure to bring the Firestriker with you, because it will make an upcoming fight much easier. Proceed into the Viewing Room and after watching the playback, go

Enemy Group

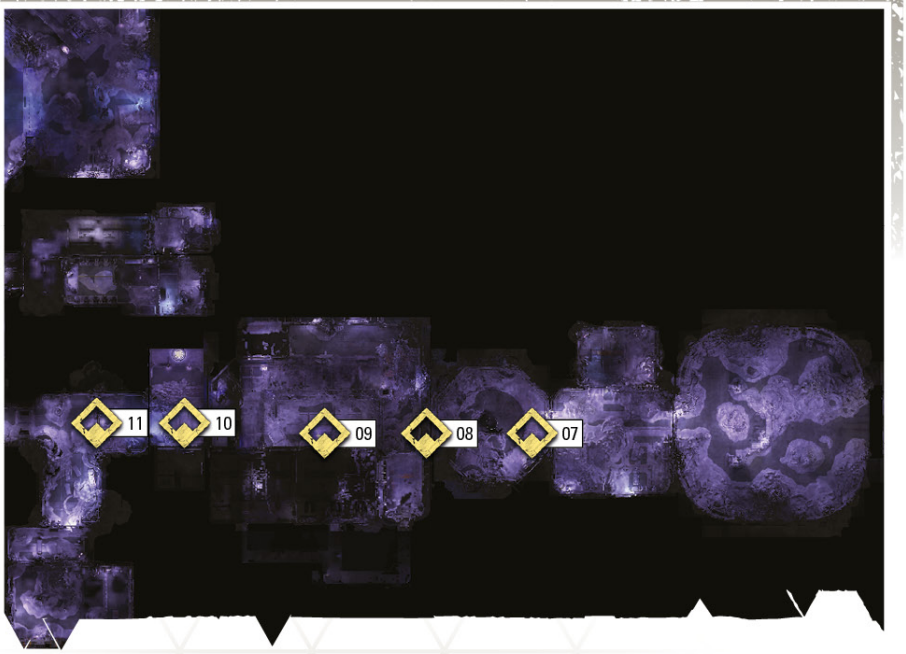
Type		Lvl.	Page
	Shadow Heavy	18	251

Recommended Loadout

Weapon
Firestriker

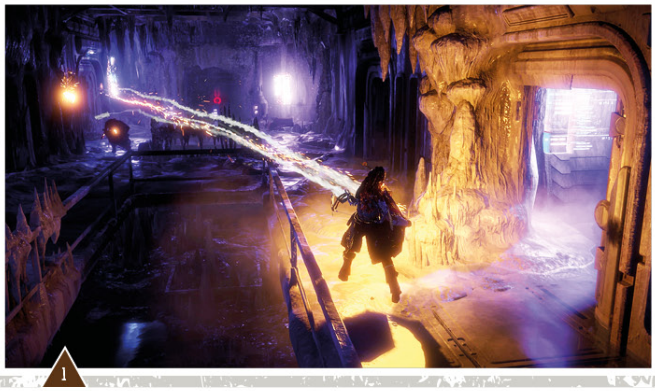
through the processing area and enter Central Projects. Upon entering Central Projects, three Shadow Heavies will attack you from a doorway to the north, so open fire on them straight

FLOOR 02



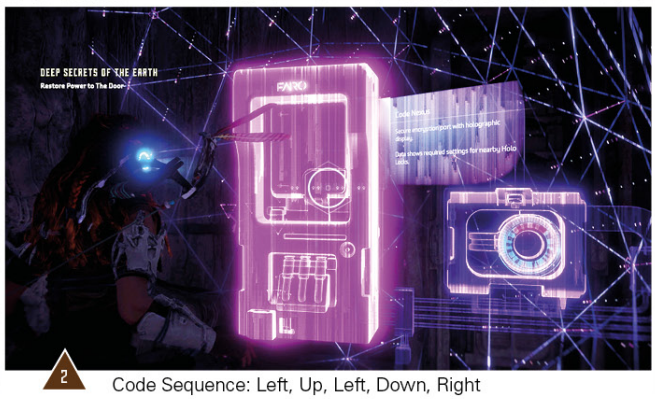
DEEP SECRETS OF THE EARTH

away with your Firestriker while moving up to one of the small rooms, so that you can use the wall for cover if needed **[→☐ 1]**.



1

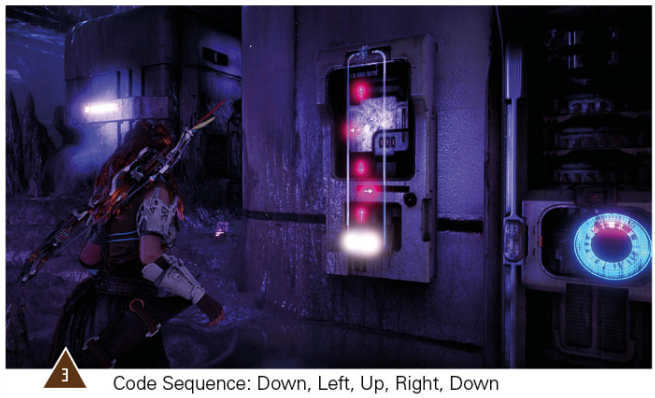
13 The power to the door at the north end of the room has been disrupted, so before you can continue, you'll need to find a way to restore it. Head east from the door and down a stairway to reach a room with two sets of Holo Locks. The set controlling the power to the door is missing a component, which means you need to gain entry to a nearby storage room where that component is housed. The door to the storage room is locked, but the locks that control it are operational, and if you scan the Code Nexus with your Focus, it will reveal the correct positions **[→☐ 2]**.



2 Code Sequence: Left, Up, Left, Down, Right

To reach the component you require, you'll need to enter the storage room, climb the ladder, and then crawl through an open vent – the emitter is sitting on a table directly ahead of you after you exit the vent. Bring the emitter back down and slot it into the array to make it functional again. Scan the Code Nexus to reveal the lock positions, but before you attempt to move them, scan and listen to the audio log beside the Code Nexus.

It appears that shoddy workmanship has led to incorrect lock positions being displayed in the nexus, so whatever position you see there, the correct one is directly opposite. On top of that, the code is being displayed upside down, so you need to start from the bottom **[→☐ 3]**. With power now restored to the door, head back upstairs, and continue into the next room; a cutscene will trigger as soon as you enter and the door will close behind you, which unfortunately means that you won't be able to bring one of the Firestrikers with you.



3 Code Sequence: Down, Left, Up, Right, Down

14/15 As soon as you enter this room there will be three Eclipse Cultists ahead of you. Quickly move behind one of the nearby pillars for cover, and then start picking them off with Double/Triple Shot headshots while trying to remain undetected. Once that first group is

Enemy Group

Type	Lvl.	Page
Cultist Thug	6	248
Cultist Sniper	6	248
Elite Cultist Punisher	15	248
Elite Cultist Dredger	15	245
Cultist Heavy	15	251
Cultist Priest	12	245

Recommended Loadout

Weapon	
Shadow Hunter Bow	Hardpoint Arrow
Shadow Sharpshot Bow	Precision Arrow
Shadow Sling	Fire Bombs / Shock Bombs

defeated, a second, much larger group will descend into the area, so don't stray far from cover. Among the second group are some archers up on the balcony; try to take them out first, and then switch to using Fire Bombs on the remaining enemies if they have grouped up nicely.

The door on the east side of the room will open as soon as you defeat the last member of the second group, so try to have your sights trained in that direction. There are two Heavies in this last group armed with Deathbringer Guns, so taking them out should be your top priority. Since they're grouped up as they come through the door, Fire Bombs again are the quickest and easiest way to take them out. If you don't have Fire Bombs, consider using Shock Bombs instead as they will stun the group, allowing you to pick them off with Hardpoint Arrows.

16/17 Take one of the Deathbringer Guns with you and proceed through the room from which the last group of enemies emerged. Use the stairs on the other side to reach a walkway that runs above the previous areas. Continue along the walkway and eventually you can descend another set of stairs to reach the room full of Eclipse troops that you just passed via the walkway.

Enemy Group

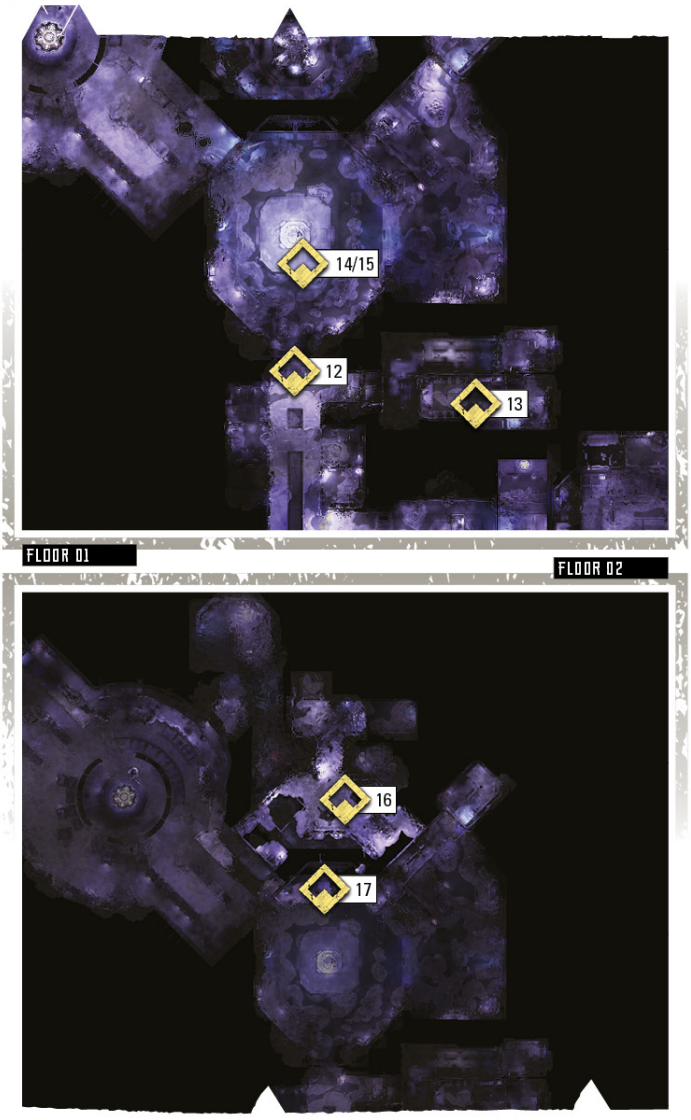
Type	Lvl.	Page
Cultist Priest	12	245
Elite Cultist Sniper	15	248
Cultist Punisher	6	248
Cultist Dredger	6	245
Cultist Heavy	15	251

Recommended Loadout

Weapon
Deathbringer Gun

The Deathbringer Gun you brought with you has more than enough ammo and power to take out all of these enemies **[→▭ 4]**. The rows of servers offer cover, and if you happen to run out of ammo for the Deathbringer Gun, Hardpoint Arrows will work well to finish them off. If there's a group close to each other, a well-placed Fire Bomb can also decimate them.

Story Note
As you walk through the next series of rooms, you'll pass holographic projectors that initiate playbacks from the Alpha of each of GAIA's sub-routines as you get close to them. If you watch them through to the end, you'll often get some additional dialogue between Aloy and Sylens about them.



That was the final encounter, so you can now take your time exploring the facility and scanning all of the Datapoints to find out more about the members of Project: Zero Dawn. Eventually you'll reach the room where Elisabet worked on GAIA and at the south end of that room you can pry open a door to gain access to Elisabet's office; examine the terminal to unlock the data it contains and complete this quest.




THE TERROR OF THE SUN
Condemned by Helis to die in the Sun Ring,
Aloy fights to survive against impossible odds.
Start
End
4

Recommended Lvl.	22
Prerequisites	Main Quest 'Deep Secrets of the Earth' (P.339)
Unlocks	Main Quest 'The Heart of the Nora' (P.346)
Rewards	
XP +11000	+1
Other	–



OBJECTIVES OVERVIEW

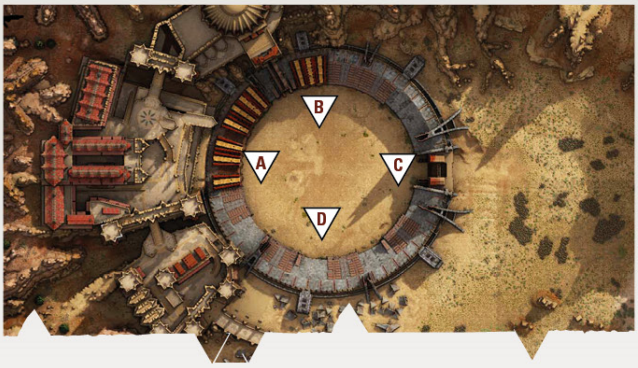
01	Get Your Weapons Back
02	Lure the Behemoth into Ramming the Support Pillars
03	Kill the Behemoth
04	Escape the Sun Ring

ENCOUNTER MAP

01-04 You awake in a cage suspended above the Sun-Ring. After exchanging ideologies with Helis, he threatens to attack the Nora homelands and drops you into the arena. There's a Corrupted Behemoth to deal with and to stand a chance, you'll first need to recover your gear. The Behemoth is at the far east of the ring, and your gear is on a platform hanging high above the center, suspended from four large support pillars at **Positions A, B, C** and **D**. There's no way to climb up the pillars, so you need to bring them down, and the only thing powerful enough to accomplish that is the Behemoth.

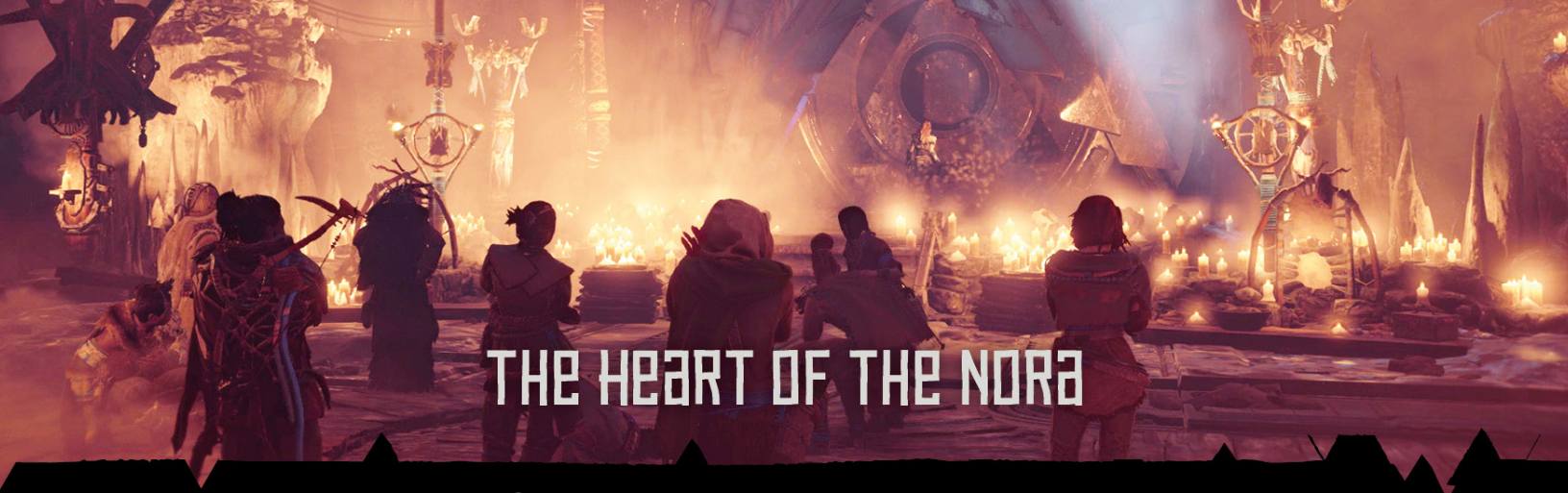
You only need to bring down two of the pillars, so run around behind one of them and bait the Behemoth into charging at you, then roll out of the way once you see it coming. The Behemoth will demolish the column it its attempt to hit you, after which you can run to a second column and repeat the process, causing the platform to come crashing down, and triggering a cut-scene during which you get your weapons back.

The floor of the Sun-Ring is littered with the carcasses of machines, as well as medicinal herbs and other Resources, so it's worth doing a quick lap to gather supplies before you engage the Behemoth. The first thing you need to do is take away some of the machine's offensive options, so fire some Tearblast Arrows or Sticky Bombs at it. Sticky Bombs will inflict more damage while removing the Components, but the Tearblast Arrows have the benefit of being able to knock the Behemoth down fairly quickly **[→▭ 1]**.



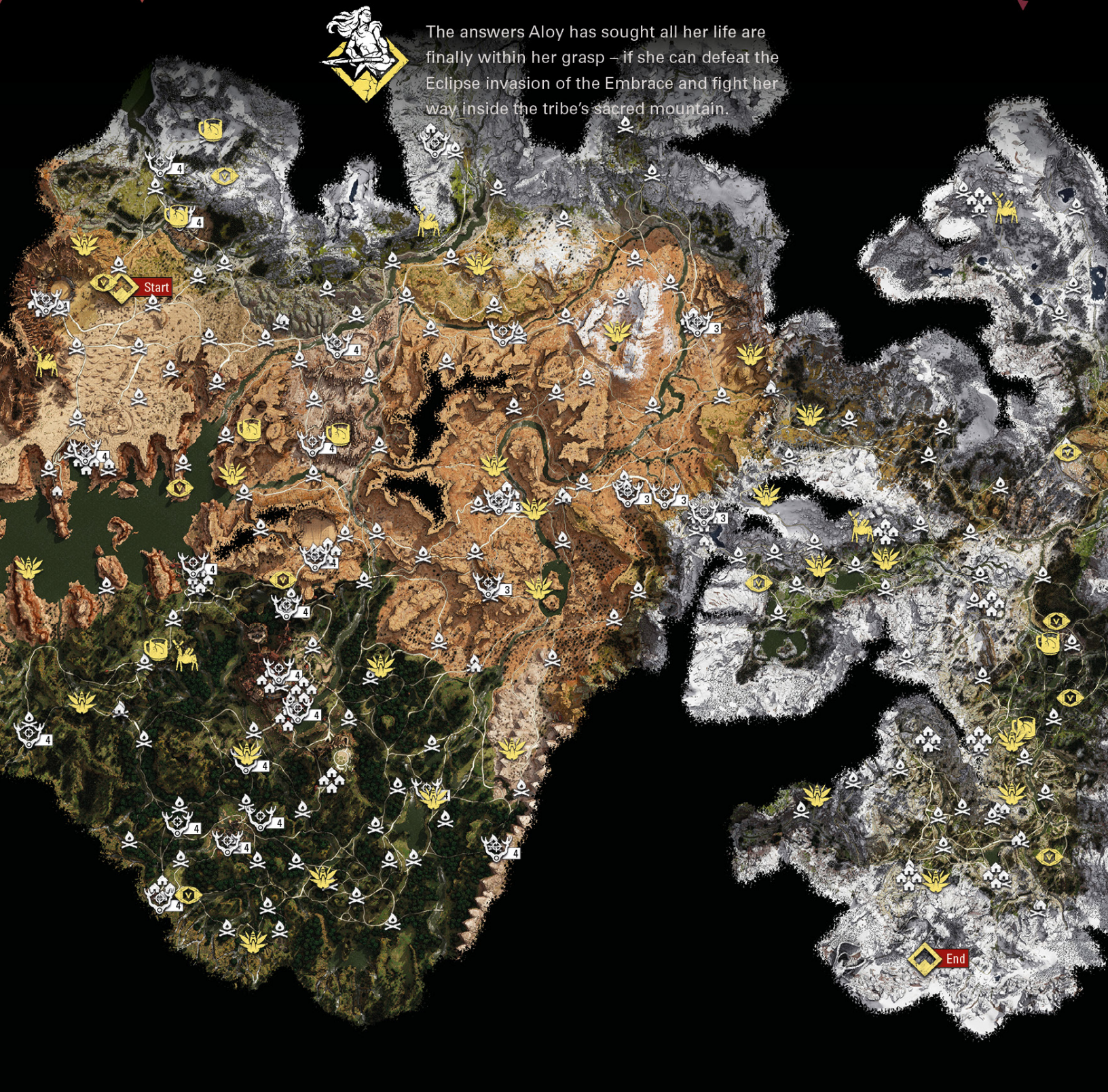
After removing some of the more dangerous components such as the Force Loaders, switch to applying Freeze to the Behemoth, and then inflict as much damage as you can. An easy way to apply Freeze is to use a Freeze Arrow to hit the Freeze Canisters on its back after you knock it over. Freeze lasts a long time on Behemoths, so it's possible to defeat it in only one or two applications of Freeze. Another cut-scene will play as soon as you're victorious, during which you'll escape the Sun-Ring and the quest will be complete.





THE HEART OF THE NORA

The answers Aloy has sought all her life are finally within her grasp – if she can defeat the Eclipse invasion of the Embrace and fight her way inside the tribe's sacred mountain.



Recommended Lvl.	25
Prerequisites	Main Quest 'The Terror of the Sun' (P.345)
Unlocks	Main Quest 'The Mountain that Fell' (P.349)

Rewards

+12500 XP | +1

Other --



OBJECTIVES OVERVIEW

01	Go to All-Mother
02	Defeat the Invaders
03	Talk to Varl
04	Talk to Teersa
	If you missed it when you were here earlier, you now have a second chance to grab one of the Power Cells you need for the 'Ancient Armory' Side Quest. (P.372)
05	Search the Ruins beyond the Hatch
06	Search the facility Control Room
07	Exit the ancient Facility



Story Note

At the start of this quest you're unable to Fast Travel to Campfires within The Embrace due to the area being under siege. The closest point you can Fast Travel to is a Campfire just to the east of the Main Embrace Gate. Sylens will have given you a Shadow Stalwart Light Outfit (which is the same outfit worn by the Shadow Carja Kestrels), and if you equip it, you can blend in with the other Kestrels in Sunfall and move around unnoticed. A new alternate entrance into the Zero Dawn Project Facility will also have opened at the north end of the Sun-Ring, just in case you wish to go back inside and explore or grab any Datapoints you may have missed.

01-03 When you get close to The Embrace you'll see that Helis was true to his word, and the area is under attack from a large number of Corruptors, Deathbringers, Corrupted machines and Cultists. Your goal is to reach All-Mother, so it's best to run past any enemies you come across. Using a Mount will get you through the area as quickly and safely as possible. A cut-scene will trigger once you get near All-Mother, after which you'll need to face off against a Corrupted Thunderjaw and a large group of Cultist Thugs.

Enemy Group

Type	Lvl.	Page
Corrupted Thunderjaw	36	219
Cultist Thug	6	248

Recommended Loadout

Weapon	
Shadow Hunter Bow	Hardpoint Arrow
Shadow Sharpshot Bow	Tearblast Arrows
Shadow Sling	Freeze Bomb / Fire Bomb
Deathbringer Gun	

THE HEART OF THE NORA

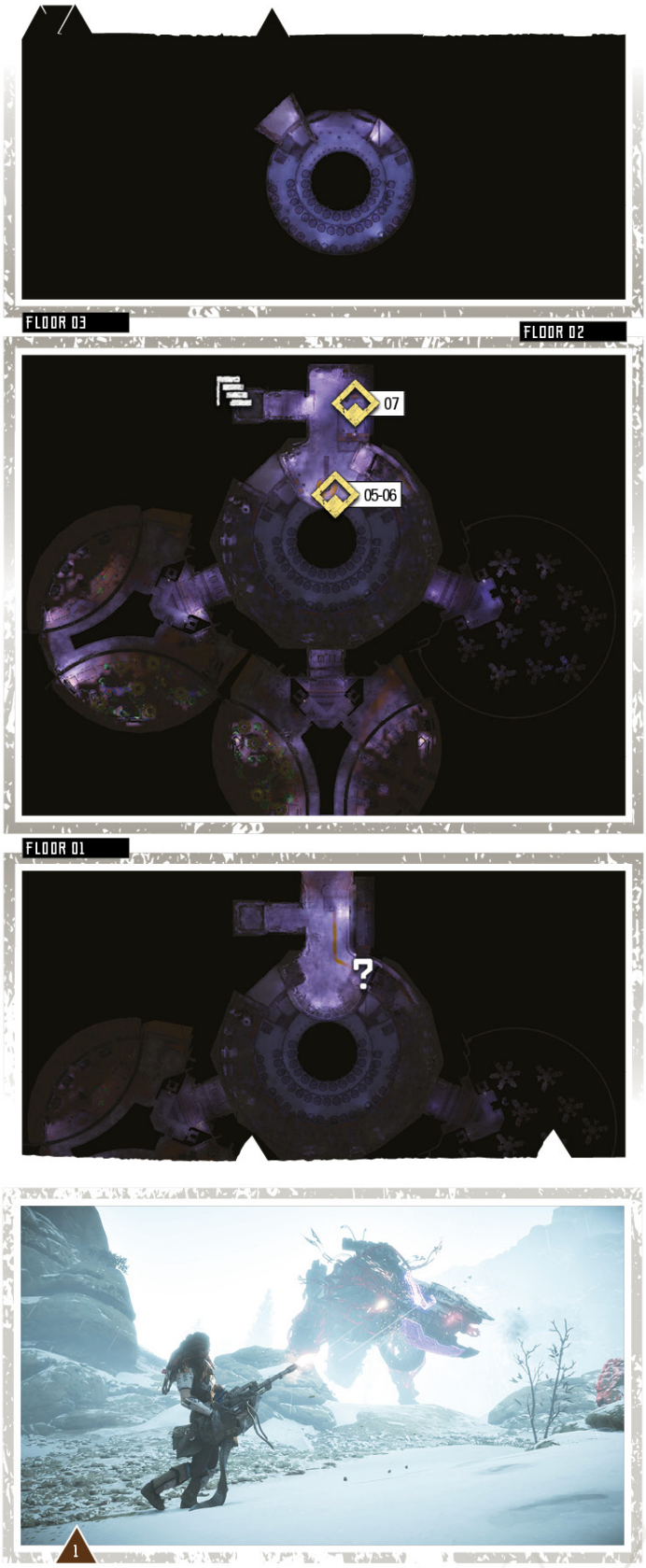
The Thunderjaw can't move very around much, because of the confines of the area, so Freeze Bombs are very effective at keeping it frozen. The Cultist Thugs also tend to group up, so if you see a few together, a well-placed Fire Bomb will deal a lot of damage and stop them from attacking for a while.

There are two Deathbringer Guns already on the ground in the area, and they're exactly what you need for taking down the Thunderjaw. The one in the middle of the area is out in the open and quite exposed, but the one to the north is behind a rock and can be acquired quite safely. Use that first Deathbringer Gun to try and destroy as many of the Thunderjaw's weapons as quickly as you can – this will make the fight much easier **[→▢ 1]**. Once the weapons are off, keep pumping shots into it while trying to aim for the eyes, and if you run out of ammo, grab the second Deathbringer Gun and finish it off with that. Once all the fighting is over, you'll find Varl waiting to talk to you next to the entrance of All-Mother.

04-07 Proceed though the ruins until you reach the large chamber where most of the Nora are taking refuge. Depending on which Side Quests and Errands you've done prior to this point, you might see several familiar faces in the room, and you can speak with many of them to get their feelings on the events that just transpired. The High Matriarchs are also waiting for you just outside the hatch. Speak with them when you're ready to continue.

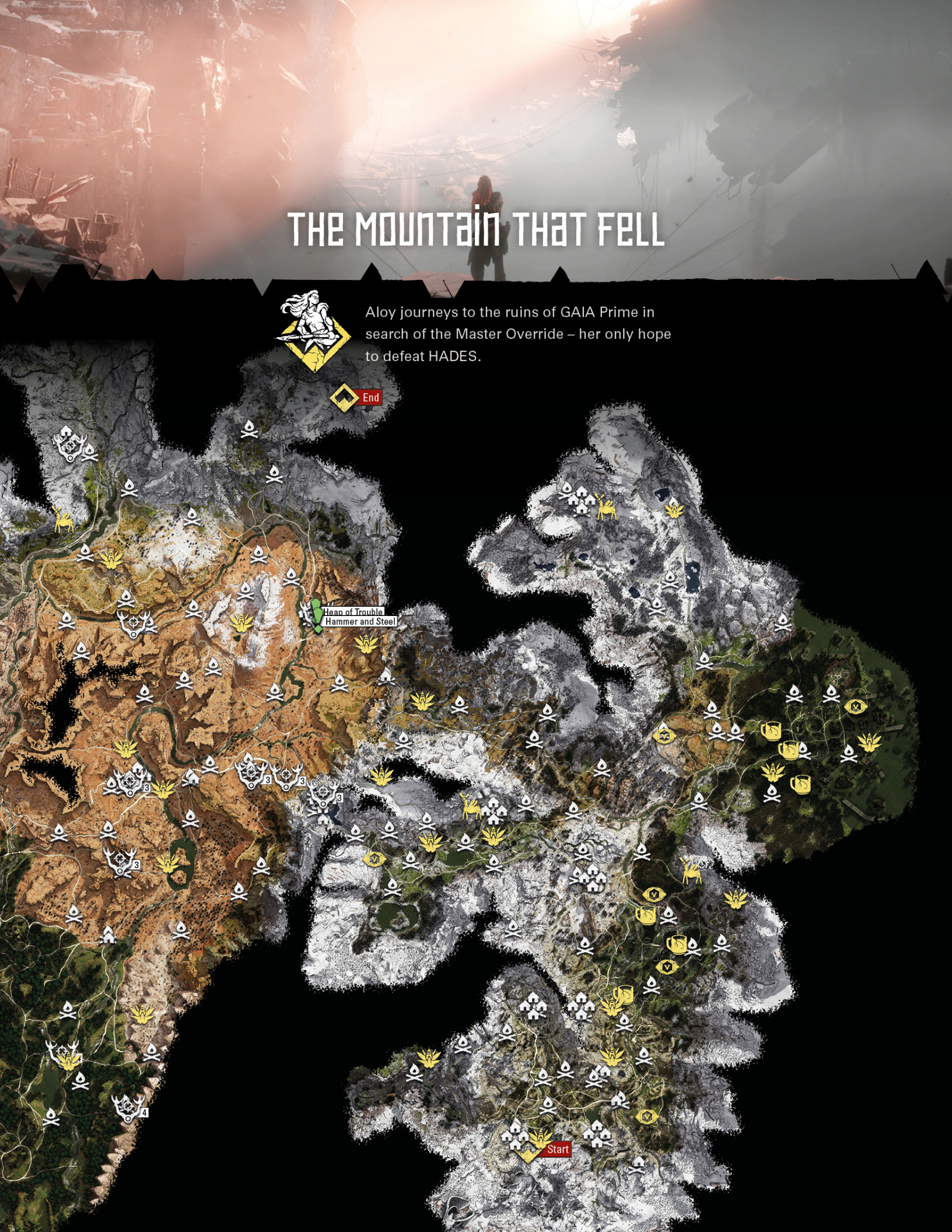
Now that you're finally able to explore the facility behind the hatch, take the time to enter every room and scan all of the Datapoints to gather as much information as you can. Sometimes you'll come across locked doors, but since the Alpha Registry has been restored, you only need to initiate a scan to unlock them. Eventually you'll reach the facility control room, and once there you'll need to use your Focus to scan a small terminal in the middle of the room. This starts a holographic playback, after which the door leading out of the facility will function correctly. Once you're through the door, climb up the elevator shaft to the floor above, and then exit the facility to complete the quest.

Story Note
It's highly recommended that you speak with Teersa before leaving All-Mother, because she is finally ready to tell you the story of how Rost became an outcast.



THE MOUNTAIN THAT FELL

Aloy journeys to the ruins of GAIA Prime in search of the Master Override – her only hope to defeat HADES.



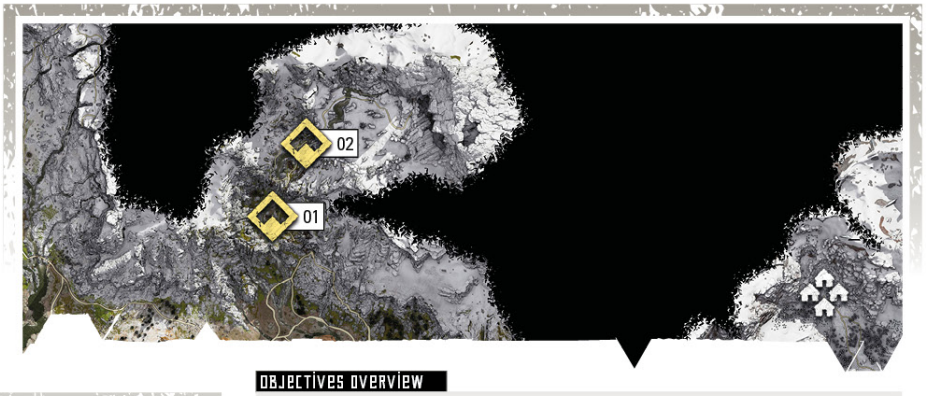
THE MOUNTAIN THAT FELL

Recommended Lvl.	28
Prerequisites	Main Quest 'The Heart of the Nora' (P.346)
Unlocks	Main Quest 'The Looming Shadow' (P.356)

Rewards

+14000 +1

Other Sylens' Lance









OBJECTIVES OVERVIEW

01	Go to the Bitter Climb
	If you pass through the Settlement of Free Heap on the way to the Bitter Climb you can talk to Petra and help her complete a weapon she is working on in the 'Heap of Trouble' Side Quest. (P.385) Finish that Quet and you will then unlock the Errand 'Hammer and Steel (P.439).
02	Go to the Ruins of GAIA Prime
03	Climb up the Outcrop
04	Talk to Sylens
05	Go to the Door
06	Search the Ruins for the Master Override
07	Examine the Shrine
08	View the Hologram
09	Talk to Sylens
10	Search the Ruins for the Master Override
11	Examine the Control Room
12	View the Hologram
13	Talk to Sylens
14	Claim the Master Override
15	Return to Sylens Workshop
	After riding the slip-line on your way back to the workshop, turn north instead of climbing straight up and you'll see an orange handhold. Climb up that series of handholds and continue north to reach a room containing the final Power Cell for the 'Ancient Armory' Side Quest. (P.372)
16	Attach the Master Override to the Lance

01 As you get close to this first objective you'll reach a Campfire near a tree with yellow strips of cloth hanging from it – that cloth lets you know that you'll need

to follow a Brave Trail up the side of the cliff in order to continue. Look to the west of the Campfire and you'll see the first of the handholds you need to use **[→▢ 1-3]**. While you're climbing, Sylens will warn you that the area ahead is guarded by a lot of machines, so once you reach the first plateau, make sure to survey the area before rushing in.

ENCOUNTER MAP

02 1st Encounter

The tell-tale Alarm Mines deployed by Stalkers are your first indication that there are enemies nearby; activate your Focus and you'll find one on the side of a cliff at **Position A**, and another on some scrap at **Position B**. There's a third one at the north end of the plateau at **Position C**, but it's difficult to spot from here. If you intend to fight the Stalkers, it's best to tag them before they spot you, so that you can better track their movements.

Enemy Group

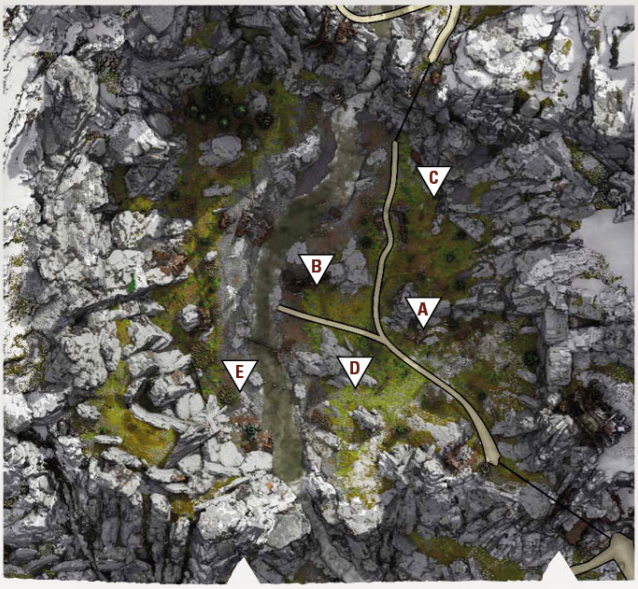
Type	Lvl.	Page
Stalker	18	182
Redeye Watcher	10	132

Recommended Loadout

Weapon	
Shadow Hunter Bow	Hardpoint Arrow
Shadow Sharpshot Bow	Tearblast Arrows
Shadow Rattler	Metal Bolts
Preferred method of applying Freeze	

Try to take out both of their Stealth Generator Components before they have a chance to activate them. To do that, go to **Position C** behind the large rock, load up a Double or Triple Shot Tearblast Arrow and fire it at the Stalker at **Position B**. Quickly activate Concentration after that and fire more Tearblast Arrows into the one at **Position A [→▢ 4]**.

Once they can no longer Stealth, Freeze them, and then either use Hardpoint Arrows or Metal Bolts to finish them off, depending on their range. By circling around the rock, you can manage the situation so that you only need to worry about one at a time **[→▢ 5]**. The third one will generally not join the fight as long as you keep to the southern end of the plateau. When the first two have been destroyed, move forward and take out the third.



Alternate Approaches

Across the river from the Stalkers is an area patrolled by Redeye Watchers. If you go into the tall grass at **Position E** and watch their patrol routes, it's possible to sneak through the area undetected. Since you're making use of tall grass to evade the Watchers, there's nothing stopping you using Silent Strikes as you go, for some extra XP and Resources. Due to all the Alarm Mines near the Stalkers, sneaking through on that side is almost impossible. If you're in a hurry, however, you can take advantage of the fact that it takes a bit of time for the Stalkers to jump down and just sprint through the area until you reach the handholds at the end.


4


5

THE MOUNTAIN THAT FELL

ENCOUNTER MAP

02 2nd Encounter

On the second plateau, you'll have to face off against a group of Ravagers and Glinthawks on the eastern side of the river, with the western side again patrolled by Redeye Watchers. This can be a difficult fight, so it's recommended that you save at the nearby Campfire first. If you've completed Cauldron RHO, Overriding the Ravagers can make the fight much easier. The best place to do that from is the tall grass at **Position A [→▢ 1]**. The Glinthawks will usually team up on your Ravager and destroy it for you, at which point you should do the same thing to the second Ravager, although you'll need to use Lure Call to bring it close enough.

Corruption Arrows can also work – use Double or Triple shots to ensure the status applies quickly. The battle can quickly get very chaotic if you're using Corruption Arrows, however, so you'll need to pay close attention to where the enemies are to ensure you're not detected.

Enemy Group

Type	Lvl.	Page
Ravager	20	197
Glinthawk	18	188
Redeye Watcher	10	132

Recommended Loadout

Weapon	
Shadow Hunter Bow	Hardpoint Arrow
Shadow Sharpshot Bow	Tearblast Arrows
Shadow War Bow	Shock Arrow / Corruption Arrow
Preferred method of applying Freeze	



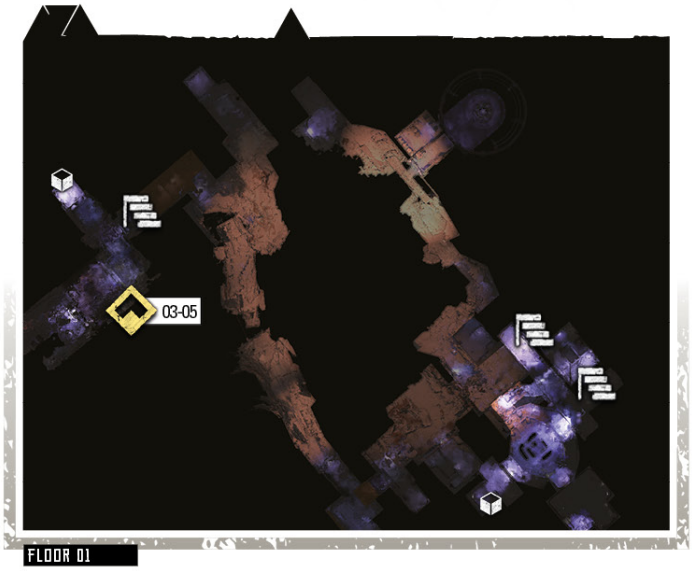


Another option is to use one of the Ravager Cannons. The best way to do that is to wait for one of the Ravagers to get close to the large piece of scrap the Glinthawks are using as a perch, and then use a Shock Arrow to detonate the Spark Canister on its back, stunning all of the nearby enemies. While they're incapacitated, use a Triple Shot Tearblast Arrow to remove the Cannon from the Ravager, and then quickly grab it and use it to start taking out the other machines **[→▢ 2]**. As long as you're accurate, one cannon is sufficient to deal with all of them. If you need to take cover from the Glinthawks, you can get inside the remains of an ancient metal machine at **Position B**.

Alternate Approaches

Like the previous plateau, if you sneak across to the west side of the river you can navigate your way past the Watchers and through patches of tall grass to reach the cliff you need to scale, remaining undetected. Running past them is also an option, but you'll need to take extra care because you'll have to evade the ranged attacks of the Ravagers.





02 3rd Encounter

The final obstacle standing between you and GAIA Prime is a fearsome Stormbird, and since it detects you straight away, there's no sneaking past it. You can, however, run straight past and into the facility if you want to. If you choose to stay and fight, make sure you have plenty of ammo, because Stormbirds have a lot of health and can be difficult to hit when flying. Making good use of the terrain is the key to this encounter, because many of the Stormbird's attacks cover a large area; constantly using the different piles of metal as cover while moving around will make it much more difficult for the Stormbird to hit you **[→▢ 3]**.

Enemy Group

Type	Lvl.	Page
Stormbird	27	226

Recommended Loadout

Weapon	
Shadow Hunter Bow	Hardpoint Arrow / Fire Arrow
Shadow Sharpshot Bow	Tearblast Arrows
Shadow War Bow	Freeze Arrow
Shadow Rattler	Metal Bolts





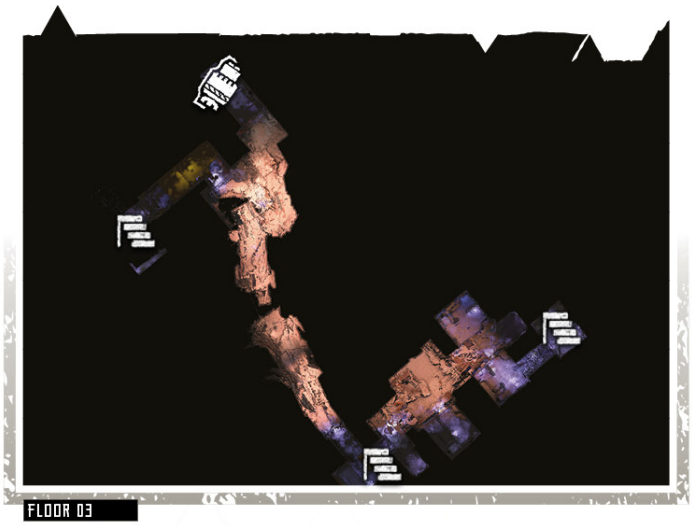
The Canisters on the Stormbird can be very hard to hit while it's flying, so any time it lands you should try to hit them with the corresponding element to take advantage of the status effect application. While it's flying, aim to Freeze it using Freeze Arrows, and then use Hardpoint Arrows to hit either the Lightning Gun in the chest, or the engines on the wings, as both of those targets are quite big and allow you to deal good damage to the machine **[→▢ 4]**.

03–05

Another cut-scene will play once you get close to the facility, as Sylens lets you know that he's prepared the path ahead for you. Follow the trail of yellow lights along the walkway and they'll lead you to a cliff with handholds on it – use these to reach the entrance to GAIA Prime **[→▢ 5]**. Once you reach the top, enter the workshop and speak to the holographic Sylens. After the conversation, approach the door to enter the ruins.



THE MOUNTAIN THAT FELL



06 There are no enemies to contend with inside the ruins, so you're free to explore and soak in the atmosphere. After dropping down the elevator shaft you'll emerge in a large area that was ripped open by the blast that destroyed the facility; keep going straight ahead and use the Rappel Point at the end of a metal beam to safely reach a lower section. When you land, head west to reach a makeshift bridge with a slip-line at the end of it that you can use to reach some handholds on the other side of a gap. **[→▭ 1-3]**

Climb the handholds and cross the remainder of the bridge to reach an interior again, then enter an elevator shaft and climb the handholds inside to access an upper floor. Make your way through the living quarters, and in one of the rooms near the end you'll find a hole in the floor that you can drop down into. Follow the tunnel and go up the stairs on the other side to reach Elisabet Sobeck's room.

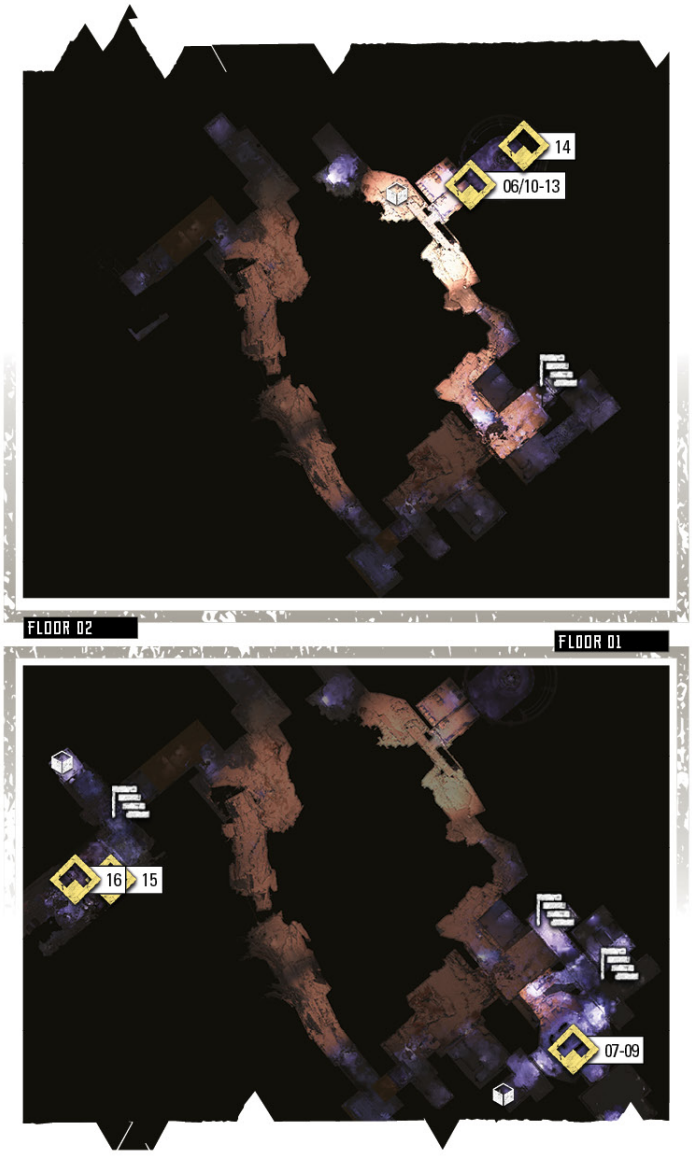






Story Note
When you acquire Elisabet's Journals they are corrupted and you'll be unable to read them. Over time as you continue to play, however, your Focus will repair the files and make them readable. Every time a file is repaired you'll get a prompt on the screen letting you know that one is available to read.

07-14 Go through the hole in the wall after you've scanned Sobeck's journals, and then follow the narrow passage. You'll emerge in a room with a shrine of sorts – examine it and watch the hologram it displays. Once the display is over, some new Datapoints will appear on the table, as well as Sylens in holographic form. Before leaving this area, if you look to the west of the entrance you'll find a small vent that you can crawl through to reach two sets of doors. You can pry these open to gain entry to a

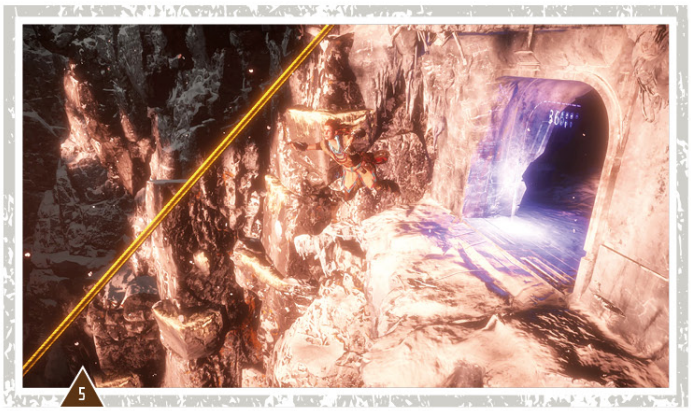


small room with another Datapoint in it **[→☐ 4]**. If you exit the shrine room and follow the hallway you'll, reach an elevator shaft that you can climb.

Follow the path around from the top of the elevator shaft and you'll end up back at the large open area you were in previously. Keep running along the path and you'll reach some handholds you can use to grasp a ledge, and from there, use a single handhold above a Datapoint to reach a smaller ledge. Look to the east and you'll see some handholds in the side of the cliff; jump up those handholds, and then follow the path onto the partially-destroyed metal staircase to finally reach the control room. Examine the terminal in the control room and you'll get to witness another holographic display from the Old World, after which you'll need to talk to Sylens and pick up the Master Override.

15/16 Exit the control room and follow the path to the west down the metal staircase until you reach a slip-line – use it to cross back over, landing close to where you first entered the ruins **[→☐ 5]**. As soon as you land, the handholds you need to climb are right in front of you, and once you reach the top, make your way straight back into Sylens' workshop.





The man himself will be waiting for you in the workshop, and he'll finally reveal more about his past. Sylens will give you his Lance during the conversation – it's a great deal more powerful than the Spear you were using – and some new Datapoints are available in the workshop that provide even more insight about him. To turn the lance into the weapon you need to defeat HADES, go over to the workbench and attach the Master Override to complete this quest.

Story Note

If you want to have all possible optional allies present for the defense during the final battle, now is your last opportunity to go off and complete the necessary Side Quests and Errands. If you progress into 'The Looming Shadow' quest, you'll have to wait until after the final quest, whereupon the game will reset back to this point and you'll have another opportunity to recruit them. For more details on the 'All possible allies joined' Trophy, see P.356.



THE LOOMING SHADOW

HADES intends to use the Spire to transmit a resurrection signal, calling millions of buried war machines from their graves. When the time comes, Aloy must stand against the shadow – but she will not fight alone.

Start

End

Recommended Lvl.	34
Prerequisites	Main Quest 'The Sun Shall Fall' (P.318) & Main Quest 'The Mountain that Fell' (P.349)
Unlocks	Main Quest 'The Face of Extinction' (P.359)
Rewards	
	+17000 +1
Other	–

OBJECTIVES OVERVIEW

01	Go to the Palace of the Sun
02	Talk to Sun-King Avad
03	Talk to Blameless Marad
04	Visit both Defense Sites
05	Rest Before the Final Battle



01–04 Once you enter the Palace of the Sun, make your way to the Solarium and speak with Avad to inform him of the imminent threat from Helis. After the conversation, go to the south end of the palace and talk to Blameless Marad about the defenses at two key locations: the Ridge, and the Spire. Marad tells you that the city scouts can give warning long before Helis arrives, so you can take this time to review the defenses at both positions, or finish off any other quests **[→▢ 1]**.

Depending on which quests you've completed up to this point, you may see some familiar faces at the defensive positions; while not all of these people will fight on the frontlines, seeing them there and knowing they came for Aloy is enough. If you don't want to review the defenses, then you can go straight to Olin's house and rest up before the final battle to complete this quest **[→▢ 2]**.





Story Note
As soon as you go to Olin's house to rest you will be locked into continuing the chain events through to the end of the game. Upon completion of the game, however, the game world will be reset to before 'The Looming Shadow' Quest so that you can continue exploring and finish off any activities you may have missed.

THE LOOMING SHADOW

05 Ridge Defenses

Teb is standing next to a Supply Crate just outside the city gates. He lets you know that similar caches of Resources and medicines will be set up throughout the area

Ally	Prerequisite
Teb	Always Present
Ulthid	Side Quest ‚Traitor's Bounty'
Vanasha	Side Quest 'Queen's Gambit'
Aluki	Side Quest 'A Moments Peace'
Petra	Always present, but will have different dialogue if you have completed Side Quest 'Heap of Trouble'
Janeva	Side Quest 'Sunstone Rock'
Nakoa	Side Quest 'A Daughter's Vengeance'
Nil	Side Quest 'Cause for Concern – Farewell'
Elida	Side Quest 'Sun and Shadow'

under the same blue banner next to him. Once the fighting starts, keep an eye out for these banners if you ever run low on supplies **[→▢ 1]**.

If Nil is still alive, you'll find him ready for battle down near the riverbank. If you freed Nakoa she'll be standing ready on the southern-most cannon platform, along with Warden Janeva, providing you helped her track down the escaped criminals. Higher up the hill are two more cannon platforms, and both Uthid and Vanasha can be found standing on the southern one if you have completed the Queen's Gambit Side Quest. Finally, Elida and Aluki will be waiting in the northern of the upper platforms if you have completed their respective quests, and if you talk to Elida she will also give you three Antidotes.

Petra can always be found standing on one of the lower platforms near the river. If you talk to her you'll be able to test out one of her Oseram Cannons on some of the Grazer dummies that have been set up in the field below you. During the battle you'll be able to use these cannons while standing in one of the four platforms around the area. The ammo supply for the cannons is bottomless, but you'll automatically drop the cannon when you step off the platform. It's worth using this time to get accustomed to the range and angle at which the Oseram Cannon fires so that you'll have an easier time hitting enemies during the battle. Ideally you'll want to be hitting enemies before they cross the river, so focus on perfecting long range shots to the far bank.





Ally	Prerequisite
Erend	Always Present
Varl	
Sona	
Talanah	Side Quest 'Redmaw'
Namman	Side Quest 'Honor the Fallen'

05 Spire Defenses

The bulk of the forces defending the Spire are made up of Erend and the Vanguard. You'll find them on the south side of the mesa where the Spire sits. Sona and some other Nora Braves are also here to fight, and they can be found towards the north, while Varl and another group of Nora are near the middle **[→▢ 2]**. Namman can be found praying near the base of the Spire, and if you successfully made it through all of the Hunters Lodge trials, you'll find Talanah halfway up the main path leading up to the Spire.

THE FACE OF EXTINCTION

Aloy and her allies must defeat HADE's assault on the spire – or the world will die.



THE FACE OF EXTINCTION

Recommended Lvl.	36
Prerequisites	Main Quest 'The Looming Shadow' (P.356)
Unlocks	--

Rewards

+18000 XP | +1

Other --



OBJECTIVES OVERVIEW

01	Talk to Avad
02	Kill Helis
03	Go to the Ridge
04	Defend the Ridge
05	Follow the Trail of Destruction
06	Go to the Spire and stop HADES!
07	Kill the Deathbringer that's guarding HADES
08	Destroy HADES with the Master Override

ENCOUNTER MAP

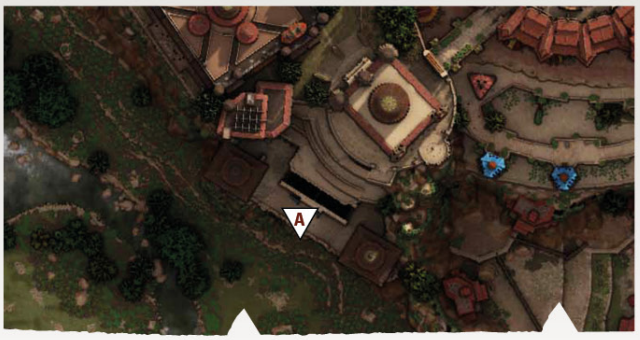
01/02 A scout will awake you and you'll be brought to Avad to witness the beginning of the invasion. As soon as the cut-scene is over you'll be in a heated battle against Helis and a group of Eclipse Cultists. The area you're fighting in is comprised of two large bridges that act as staircases with a gap in the middle that you can jump across. At both the top and bottom of those stairs there are slightly more open areas that give you a bit of room to maneuver, and from the top one you can also access a slip-line that takes you back down to the bottom **[→▢ 1]**. Scattered around the area you'll also find numerous Blaze Containers, so you need to be careful if you're using any Fire-based weapons.

Enemy Group

Type	Lvl.	Page
Helis	30	263
Cultist Heavy	15	251
Elite Cultist Punisher	15	248
Elite Cultist Archer	15	248
Cultist Dredger	6	245

Recommended Loadout

Weapon	
Shadow Hunter Bow	Hardpoint Arrow / Fire Arrow
Blast Sling	All
Detonating Blast Traps	
Deathbringer Gun	



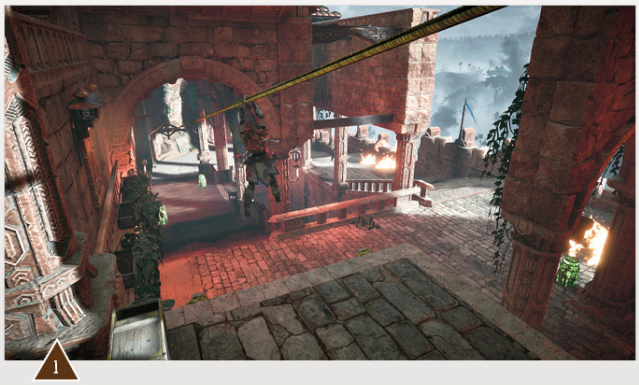
While Helis is the biggest threat, your first priority should be taking out the other Cultists so that you can focus on him alone. A few of the Cultists tend to congregate near **Position A** at the start of the fight, and among them is a Heavy with a Deathbringer Gun; try to reach the Heavy as quickly as possible and use R2 attacks with your Lance

to kill him quickly. Now you can pick up the Deathbringer Gun and use it to finish off all of the other Cultists and, if you have any ammo left over, put some shots into Helis.

Pay close attention whenever you're shooting directly at Helis, because he will often raise his arm to block your shots – as soon as you see him do this, stop firing so that you conserve ammo. Your Lance is capable of inflicting a large amount of damage to Helis with R2 attacks, but because Helis' own melee attacks are so deadly, it's generally best to stay away from him. You still need to be aware of your surroundings while keeping your distance, however, because Helis uses a Sling to lob Fire Bombs around the area that you need to evade, and you don't want to end up rolling into a wall and getting trapped.

It's best to use indirect attacks that Helis cannot block, so while you're moving around the area keeping your distance, use Fire Arrows to blow up the Blaze Containers as he gets close to them. Detonating Blast Traps are also extremely effective – try to set some up near one of the Blaze Canisters and use the blast to spring your traps. The Blast Sling, however, is the weapon that truly shines in this fight, because you can fire the explosive payloads into the ground near Helis while you keep backing up **[→▭ 2]**.

During the fight the area will start to come under bombardment from the Deathbringers below – the lower Helis' health gets, the more intense the bombardment. When Aloy says that the bridges won't be able to take much more, Helis should generally be down to around half health. At this point you should try to stay in the area at the top of the stairs. The outer stairway will be destroyed, and by staying near the upper section you'll still be able to use either the inner stairs or the slip-line to escape if you need to. A cut-scene will automatically begin once Helis is defeated, during which you'll get to exchange some final words.





ENCOUNTER MAP

03/04 With Helis taken care of, you now need to turn your attention to fending off the torrent of Corrupted machines attacking from the west, near the ridge. Breach a door in the area where you faced Helis, and then use the slip-line on the other side to reach the ridge. You'll land right on one of the platforms with an Oseram Cannon, so pick it up and start using it to fend off the machines.

Listen to the Carja forces in the area, because they will tell you the direction that each wave of machines is approaching from. The two places you'll need to watch are to the west, near **Position A**, and to the south near **Position B**. When firing the cannon, remember that the projectile will start to drop after it has traveled for a while, so if you're aiming at anything on the other side of the river you may need to aim well above it if you want your shots to land.



THE FACE OF EXTINCTION

Enemy Group

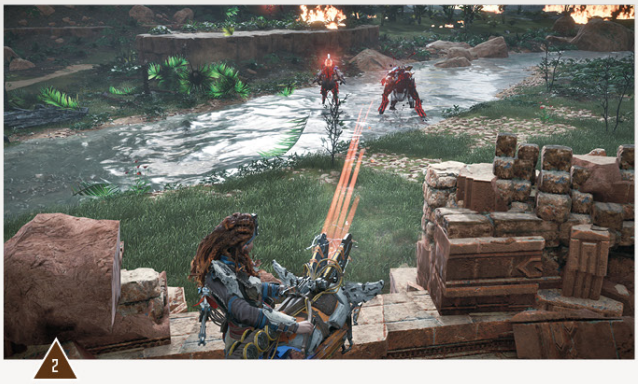
Type		Lvl.	Page
	Corrupted Scrapper	15	151
	Corruptor	18	192
	Corrupted Longleg	20	156
	Corrupted Glinthawk	23	188
	Corrupted Fire Bellowback	23	177
	Corrupted Freeze Bellowback	23	177
	Corrupted Ravager	27	197
	Deathbringer	27	234
	Corrupted Stormbird	40	226
	Stormbird	--	226

Recommended Loadout

Weapon
Oseram Cannon

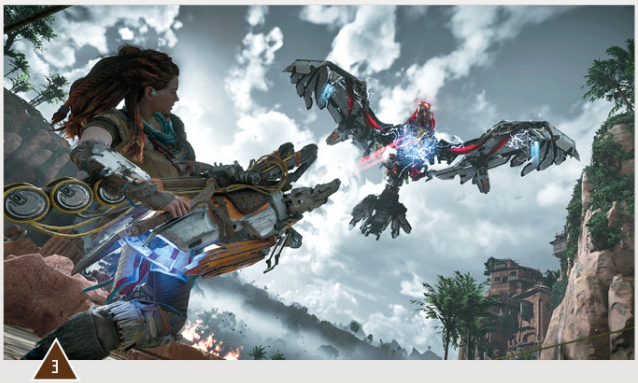
Try to pick off the smaller, faster machines first, or they can easily overwhelm your position and stop you from keeping up your bombardment. If you place your shots well, you can stop anything from ever crossing the river. When the Deathbringers start moving in, use the walls of the platform as cover from their missiles; you can even arc your shots over the wall to hit the Deathbringers while they are still far away **[→▢ 1]**. If all the walls at a platform get destroyed, it's best to move to another one to ensure that you have cover available.

After a few waves of machines there will be a break in the action and you'll have time to heal up and resupply if needed. The next wave you'll face after the break has some fast-moving Longlegs and Ravagers at the start, so don't stray too far from the cannons **[→▢ 2]**. A Deathbringer will also be a part of that wave, and while you're fighting it a flock of Glinthawks will come flying in – kill them first, before they freeze the entire area. The next wave is the final one, and again there will be some fast machines to contend with at the start. Listen for the sounds of a Deathbringer's missiles, but do not start firing on it, because it's not the biggest threat.


2

A Corrupted Stormbird will come flying in shortly after the Deathbringer arrives, and you'll want to start landing shots on it as soon as possible – try to kill it before it uses its lightning attacks **[→▢ 3]**. If the Stormbird gets close to you, immediately run to a different platform to get a better firing angle. If it fires its Lightning Gun you'll need to move again, because the residual lightning lingers for quite a while. Once the final wave has been defeated a cut-scene will play, during which an overwhelming number of Deathbringers will storm the city, rendering you unconscious in the process.


1


3

05/06 After awaking you'll be at extremely low health so heal up first, and then follow the trail of destruction towards the Spire in hopes of stopping the machines. You'll encounter some other machines along the way, but with HADES having such a strong head start, it's best to ignore them and concentrate on your goal. The cliff-side trail leading up to the Spire has been devastated by the machine advance, so be careful on your way up – there will be sections that you'll now need to jump or use handholds to cross **[→▢ 4]**. When you near the Spire you'll meet up with the remnants of the defensive force, so take a moment to resupply with them, and then climb up the handholds when you're ready to face HADES.



07/08 HADES has already initiated the process of taking over the Spire, and you only have 12 minutes in which to put a stop to it. To make matters worse, it's being guarded by a pristine Deathbringer **[→▢ 5]**. If the Deathbringer is still alive when the timer expires, HADES will have won, and you'll have to retry the fight from an earlier

Enemy Group

Type		Lvl.	Page
	Deathbringer	30	234
	Corrupted Grazer	15	145
	Corrupted Ravager	27	197
	Corrupted Scrapper	15	151
	Corrupted Fire Bellowback	23	177
	Corruptor	18	192

Recommended Loadout

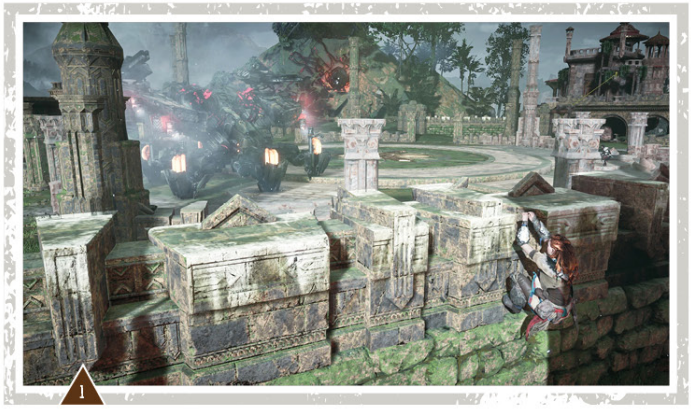
Weapon	
Shadow Hunter Bow	Hardpoint Arrow / Fire Arrow
Shadow Precision Bow	Tearblast Arrow
Shadow Sling	Fire Bomb / Freeze Bomb
Shadow Rattler	Metal Bolt





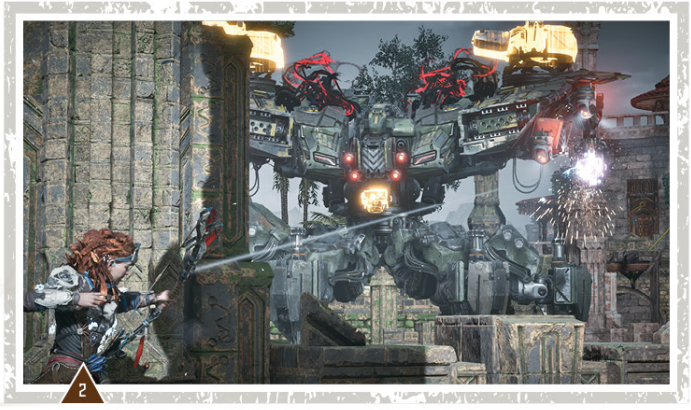
THE FACE OF EXTINCTION

checkpoint with 6 minutes on the clock. The area features two rings of walls that you can use for cover, but as with previous Deathbringers, the strength of their attacks will break down the wall you're hiding behind, forcing you to move. The outer walls of the area are higher, and thus offer better protection, so it's recommended that you retreat behind them once the fight starts **[→▢ 1]**.


1

While this Deathbringer has more health and packs a bit more of a punch than the previous ones you've faced, many of the same rules apply. You'll want to focus on keeping it burning at all times with liberal use of Fire Bombs, then while you're waiting for it to overheat, take off the Gun Turrets first. Once the Gun Turrets are off, switch to aiming for the Heavy Gun Turrets on top, since they offer a nice big target to hit. Any time it Overheats, be sure to destroy the Cooling Rods to speed up the Overheating process.

How you go about removing the Gun turrets is down to your playstyle; using Hardpoint Arrows will allow you to deal more direct damage while staying further back, but if you use Tearblast Arrows you'll have a Deathbringer Gun that you could use – if you get close enough to pick it up **[→▢ 2]**.


2

As you start bringing down the Deathbringer's health, groups of Corrupted machines will join in the fight. The first group appears after you've taken off roughly a third of the Deathbringer's health, and a second group comes at just under half health. Whenever possible, these other machines are best left to your allies in the area – you may need to run around to break their line of sight, that so they focus on the allies. An exception comes during the first enemy group, which happens to include a Ravager. If you can, use Tearblast Arrows to remove the Ravager's Cannon, giving you a very potent weapon. With careful aiming it's possible to take off both Heavy Gun Turrets and a large portion of the Deathbringer's health **[→▢ 3]**.


3

The second group of enemies has a Corrupted Fire Bellowback, a Corruptor, and a few other machines, so it's far more problematic than the first group. If you do manage to get them to focus on your allies, you should try to finish off the Deathbringer as quickly as possible. It's worth leaving one of the Heavy Gun Turrets intact until after the second group of enemies appears, so that you have an easy target to hit. Saving the Ravager Cannon for this point in the fight can also work, but because of your reduced movement speed, it can be a risk with the other machines around.

Once the Deathbringer's health starts to get very low, make your way around to the western side of the area, because as soon as it's defeated you'll need to get close to HADES to use the Master Override. If there are still other machines around, the less distance you have to cover at that point the better. With the Master Override deployed, HADES will be purged and you will have stopped the machines from rising… for now.


side quests

In Her Mother's Footsteps

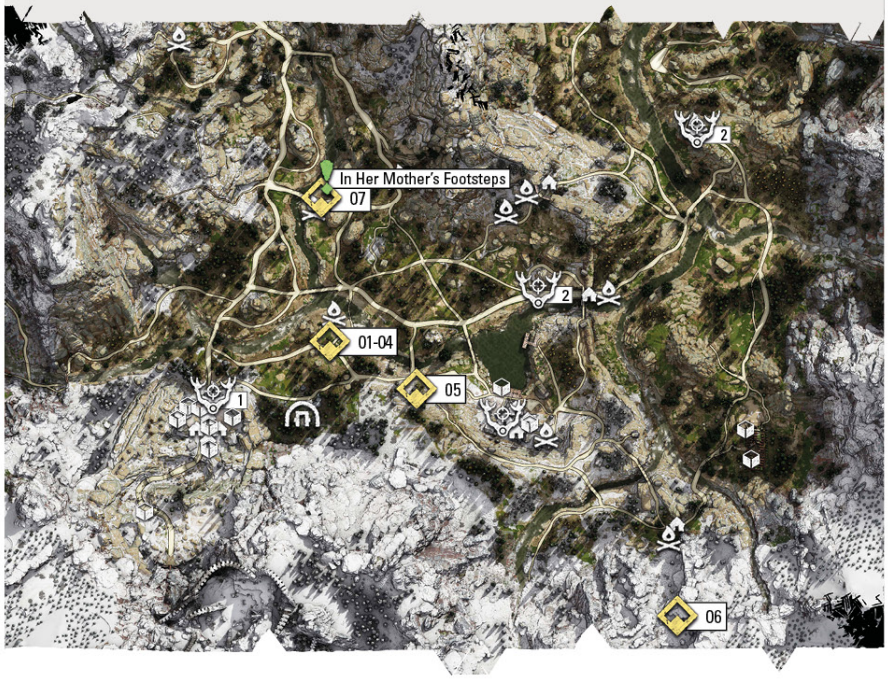
Objectives Overview

01	Find Arana
02	Kill the Watchers
03	Talk to Arana
04	Follow Arana's Tracks
05	Follow the Scrapper's Tracks
06	Recover Arana's Spear
07	Return to Thok

Recommended Lvl.	4
Prerequisites	–
Unlocks	–
Quest Giver	Thok

Rewards

+1000 XP | – | **Other** Spear Damage boost



Spear Upgrade
Completing this quest will grant you the only damage boost for your spear in the game, so the earlier you complete it, the longer you can take advantage of the extra damage!

Encounter Map

A wounded hunter asks Aloy to find his daughter, who went after a dangerous machine to retrieve a beloved family heirloom.

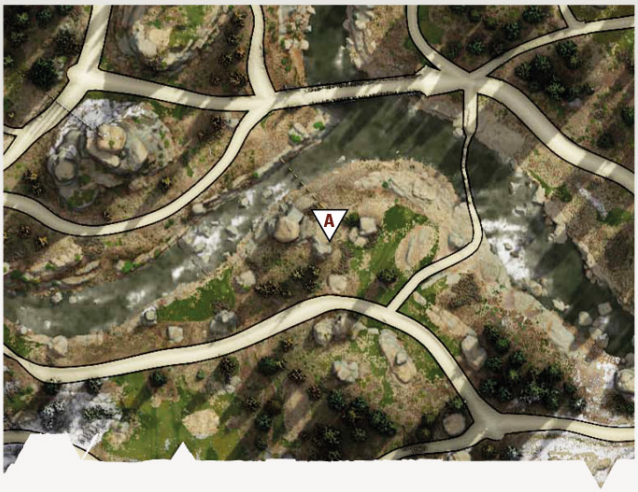
01-03 The injured Thok can be found lying by the side of a path in the Embrace, and if you speak to him he'll tell you his tale of woe **[→▢ 1]**. A Scrapper attacked them and a precious spear was impaled in it. His daughter, Arana, has gone off on her own to try to retrieve the spear. If you head south across the river, you'll find Arana trapped on a wooden platform high above the ground, with a group of Watchers circling below her **[→▢ 2]**.

Enemy Group

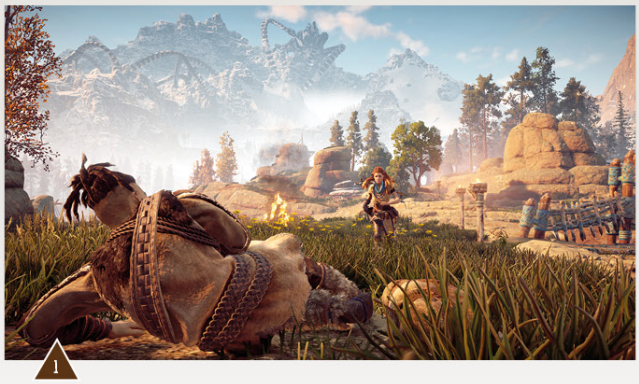
Type	Lvl.	Page
Watcher	5	132

Recommended Loadout

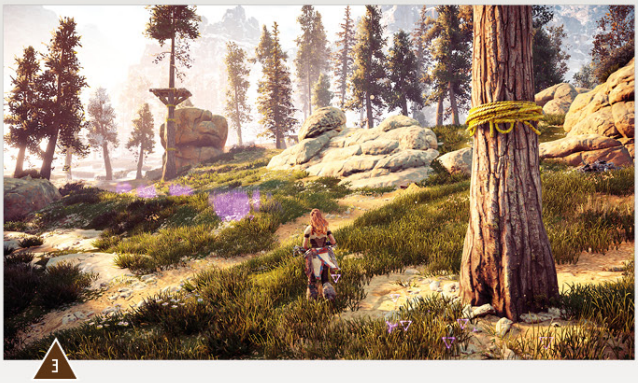
Weapon	
Carja Hunter Bow	Hunter Arrow



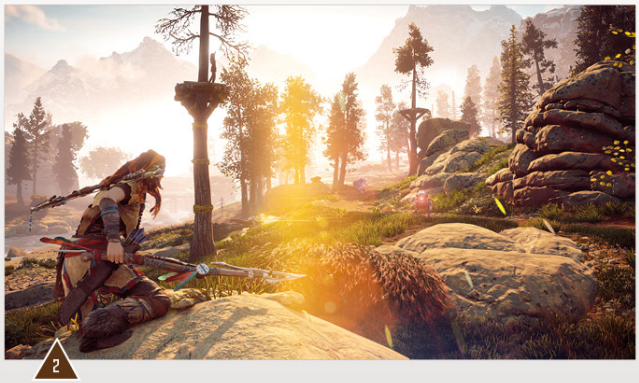
There are four Watchers patrolling the area around Arana, and you need to kill all of them to rescue her. If you crouch down and move quietly you can easily reach the tall grass at **Positon A**. With the Silent Strike and Lure Call Skills, you can lure all of them to you one at a time and take them out unnoticed.

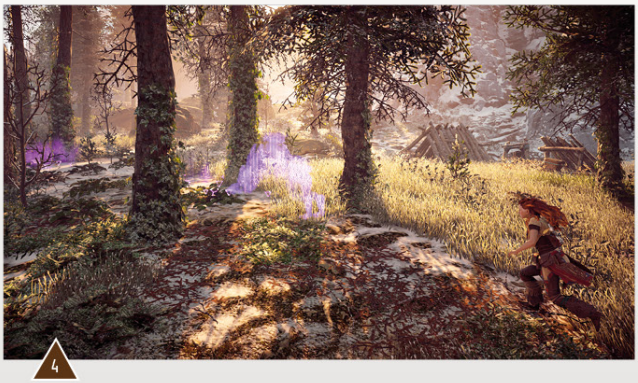


Without those Skills, you can still use Rocks to draw the Watchers one at a time back down towards the river, where you can use an R2 with your spear to knock them down, followed by a second one to kill them. If you're feeling confident in your shooting skills, however, it's possible to kill the Watchers with a single Hunter Arrow to the eye, which you can also do from within the tall grass **[→▢ 3]** . Arana will climb down once the area is safe, and if you talk to her she'll say that she still wants to continue the search for the spear. Fearful as to what might happen if the child goes off on her own again, it's up to you to reclaim the spear in her stead.



04/05 To find the Scrapper that has the spear you'll need to activate your Focus so that you can see Arana's tracks, and then follow them back to where she saw the Scrapper, which is just west of Mother's Cradle. After reaching that location, you'll need to use your Focus again to find the tracks left behind by the Scrapper, and then follow those back to its lair **[→▢ 4]**.





ENCOUNTER MAP

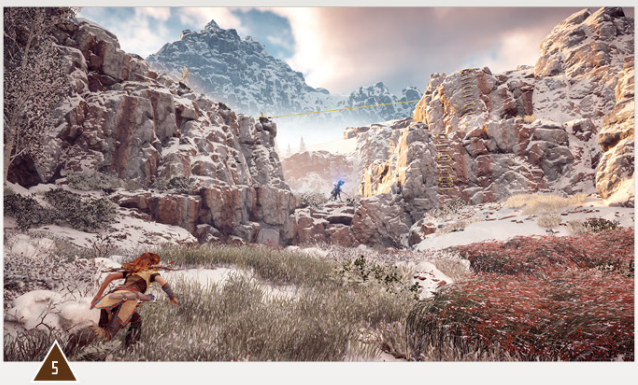
06/07 As you get close to the lair you'll see the Scrapper you're after standing atop a ridge briefly, before it retreats further back into the area **[→▢ 5]**.

Enemy Group

Type	Lvl.	Page
Watcher	5	132
Scrapper	8	151

Recommended Loadout

Weapon	
Carja Hunter Bow	Hunter Arrow
Tripcaster	Shock Wire

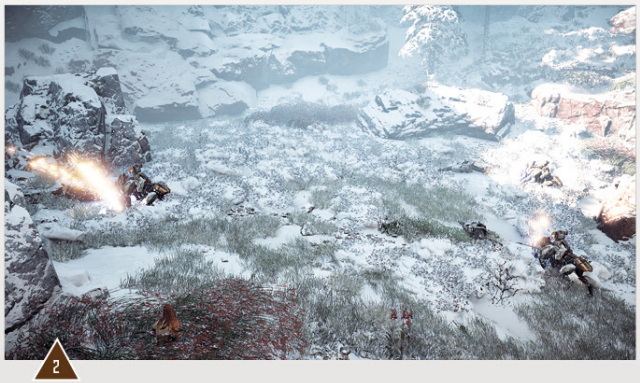


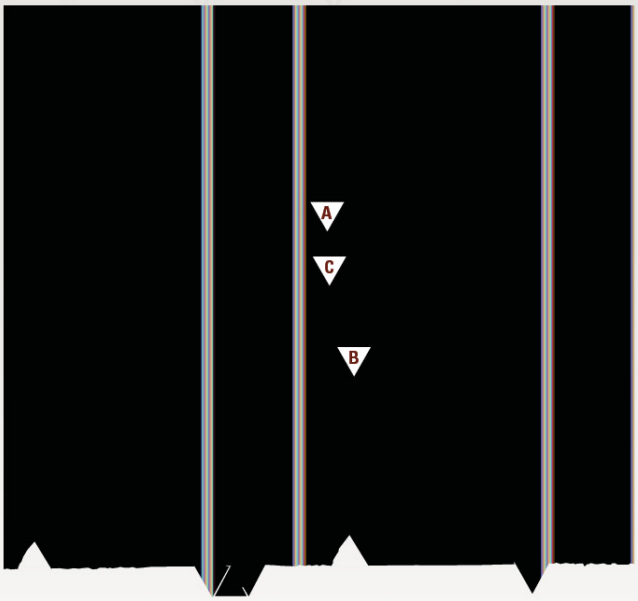
You should resist the urge to run straight up after it, because there are a lot of machines up there, and getting into open combat with them can be very dangerous. The best approach into the Scrapper den is via the ladder at **Position A**, which leads to a narrow ledge. Once there, after making sure the way ahead is clear, move to the tall grass at **Position B [→▢ 1]**.



There are three Scrappers along with some Watchers in the area, and while the Scrappers do not move, the Watchers will patrol around the area, so taking them out first will make things much easier for you. There are two simple ways to do that: use Lure Call to bring them to the tall grass you're hiding in, and then Silent Strike them, or shoot them in the eye with a Hunter Arrow when you get a clear shot. Silent Strike will again make dealing with the Scrappers much easier, because you can just sneak up on them and take them out, without them ever spotting you.

Because the Scrappers are facing in different directions, you'll want to circle back around to the north a bit, so that you can take out the one with the objective marker first, and then go back around to the tall grass at **Position B** and take out the one there **[→▢ 2]**. When both of them are down, you can easily sneak up behind the final one to the west of the area.



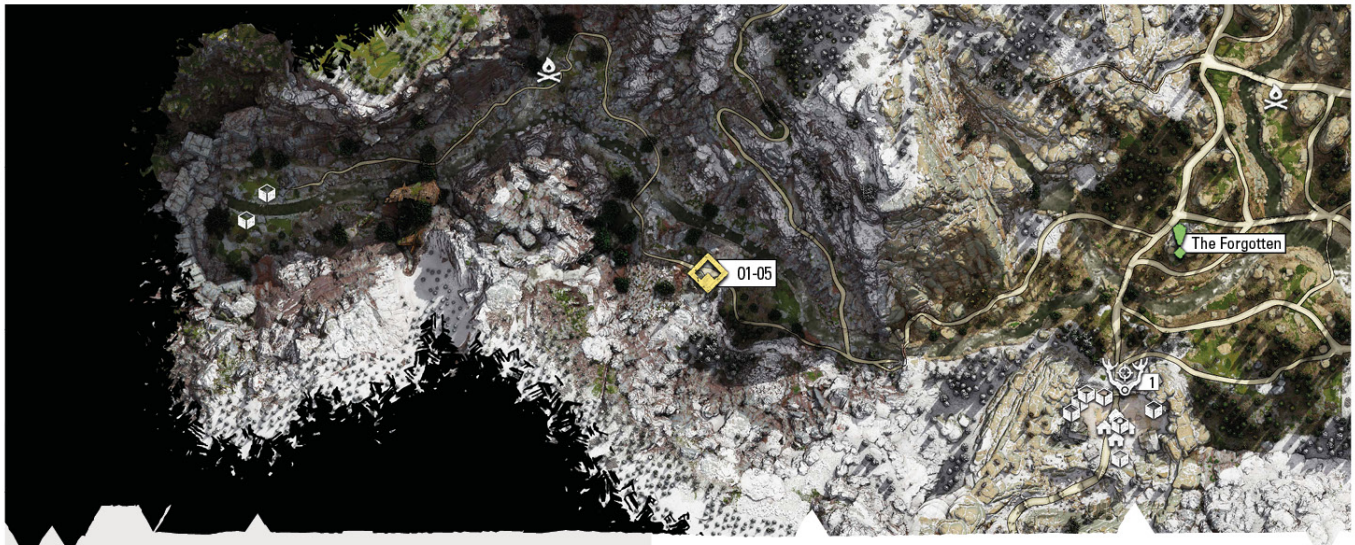


Without that Skill, you may want to set up some Shock Wire traps in front of the tall grass, so that after you start fighting the Scrappers, you can drop back and have them trigger the traps to create an opening for you to attack. Since you can still get close to the nearest of the Scrappers, it's worth opening with R2 attacks from your Spear – you'll have that first one almost dead by the time the others are aware of you.

An alternate method would be to go back towards **Position A**, and then use another ladder at **Position C** to reach a higher part of the ridge. From that location, you can use Hunter Arrows and focus on knocking off the Scrapper's Components from range to inflict a lot of damage. If they do get close, you can easily create space by dropping back down **[→▢ 3]**. When the area is clear, loot the carcass of the marked Scrapper to recover Arana's spear, and then take it back to them to receive your reward.



THE FORGOTTEN

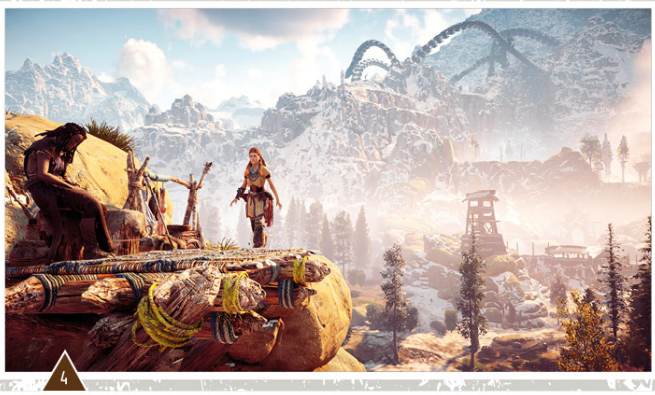


Recommended Lvl.	4
Prerequisites	–
Unlocks	–
Quest Giver	Olara

Rewards

+1000 –

Other +1 Remarkable Reward Box



OBJECTIVES OVERVIEW

01	Go to Brom's Camp
02	Kill the Watchers
03	Investigate Brom's Camp
04	Search the Camp for the Blood Trail
05	Follow the Blood Trail

Olara's brother Brom was supposed to come home after ten years of exile, but he has vanished, leaving behind a blood-soaked camp.

01/02 Brom was meant to return to the tribe after a ten-year exile, but his sister Olara has been searching for him every day to no avail, and the camp he was staying at is covered in blood. With no one else to turn to, Olara asks that you help her by investigating the camp and finding out what happened to her brother **[→▭ 4]**. Crouch down and start to move quietly as you approach the camp, because there are two Watchers currently occupying it. One of them patrols close to the top of the hill leading to the camp, and the other is further to the north. If you watch their patrol routes you can sneak up behind them one at a time and Silent Strike them.

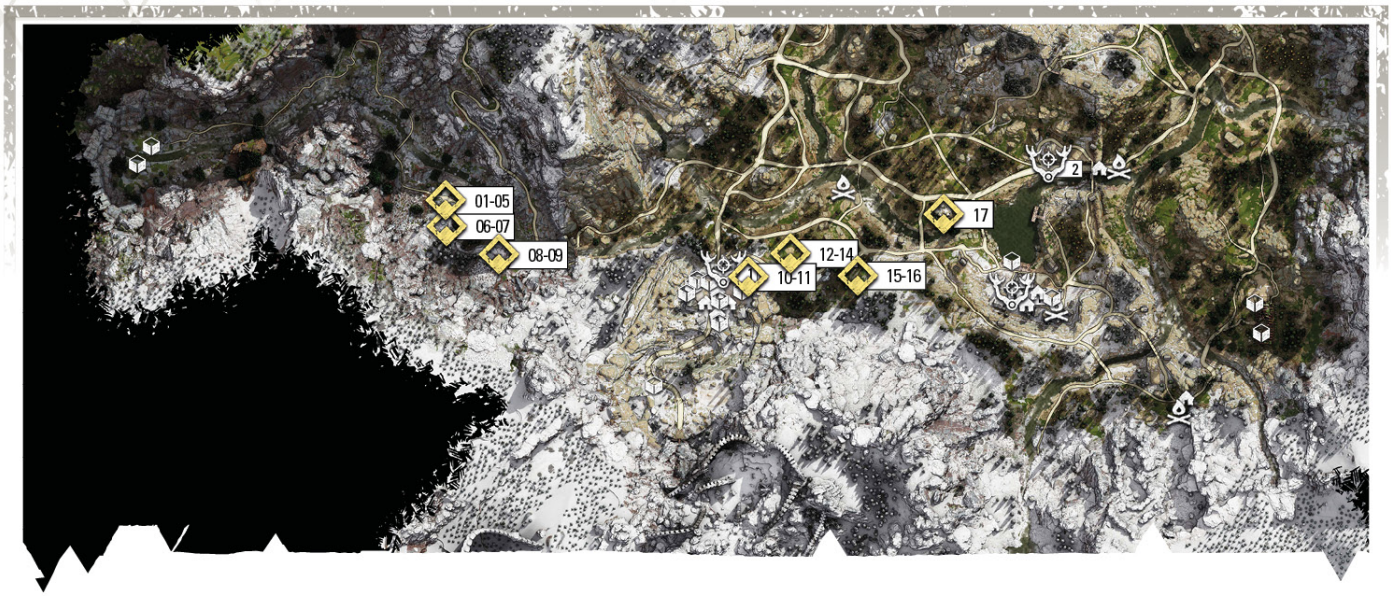
Enemy Group

Type	Lvl.	Page
Watcher	5	132

Recommended Loadout

Weapon	Ammo Type
Carja Hunter Bow	Hunter Arrow

If you want to take a more ranged approach, look at the cliff to the south of the camp and you'll see some handholds that let you access a ledge, from which you can reach and climb a guard tower. The guard tower gives you an excellent view of the camp and allows for unobstructed shots on the Watchers.



OBJECTIVES OVERVIEW

06	◈	Examine the Knife
07	◈	Follow the Blood Trail
08	◈	Examine the Bucket
09	◈	Follow the tracks
10	◈	Examine the Shrine
11	◈	Follow the Tracks
12	◈	Kill the Scrappers
13	◈	Examine the Destroyed Watcher
14	◈	Follow the Tracks
15	◈	Examine the Supply Cache
16	◈	Follow the Tracks
17	◈	Talk to Brom

03–08 Enter the camp after dealing with the Watchers and you'll see a large amount of blood originating on a bench near the fire, but there's no body to be found. Examining the blood indicates that there may be a trail leading away from the camp, so activate your Focus, find the trail and then highlight it to make it easier to follow. The blood trail leads you along a narrow pass, where you'll first find a bloody knife to examine, after which you'll need to use your Focus again to find and highlight the blood trail leading away from the knife **[→▢ 1]**. That trail leads you to a bucket on the ground, and a quick examination of that reveals that it may have been used to transport the blood to the camp.

09–11 The bucket marks the end of the blood trail, but because of the weight of it, the person that was carrying it left behind some tracks, so once again activate your Focus to find and follow the tracks. They'll lead you along the bank of a river and through a copse of trees to a shrine, where a boar has been sacrificed **[→▢ 2]**. Examine the shrine to gather more evidence, and then use your Focus to highlight the tracks leading away from it and follow them.





ENCOUNTER MAP

12/13 The tracks lead you to a pair of Scrappers that are trying to salvage something, and in order to find out if it's related to your investigation, you'll need to kill them. One of the Scrappers will remain stationary, while the second one patrols around the area – taking out the patrolling one first will make things much easier for you. There is a patch of tall grass at **Position A**, and from there you can use Lure Call on the Scrapper and bring it close to you for a Silent Strike kill **[→▢ 3]**. Then all you need to do is circle around to the north, so that you can approach the second Scrapper from behind and Silent Strike it.

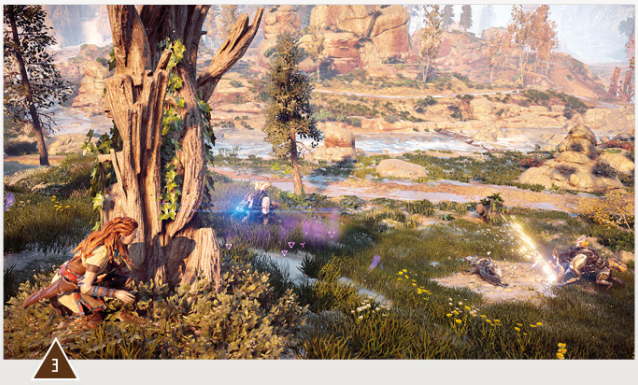


Enemy Group

Type	Lvl.	Page
Scrapper	8	151

Recommended Loadout

Weapon	
Carja Hunter Bow	Hunter Arrow



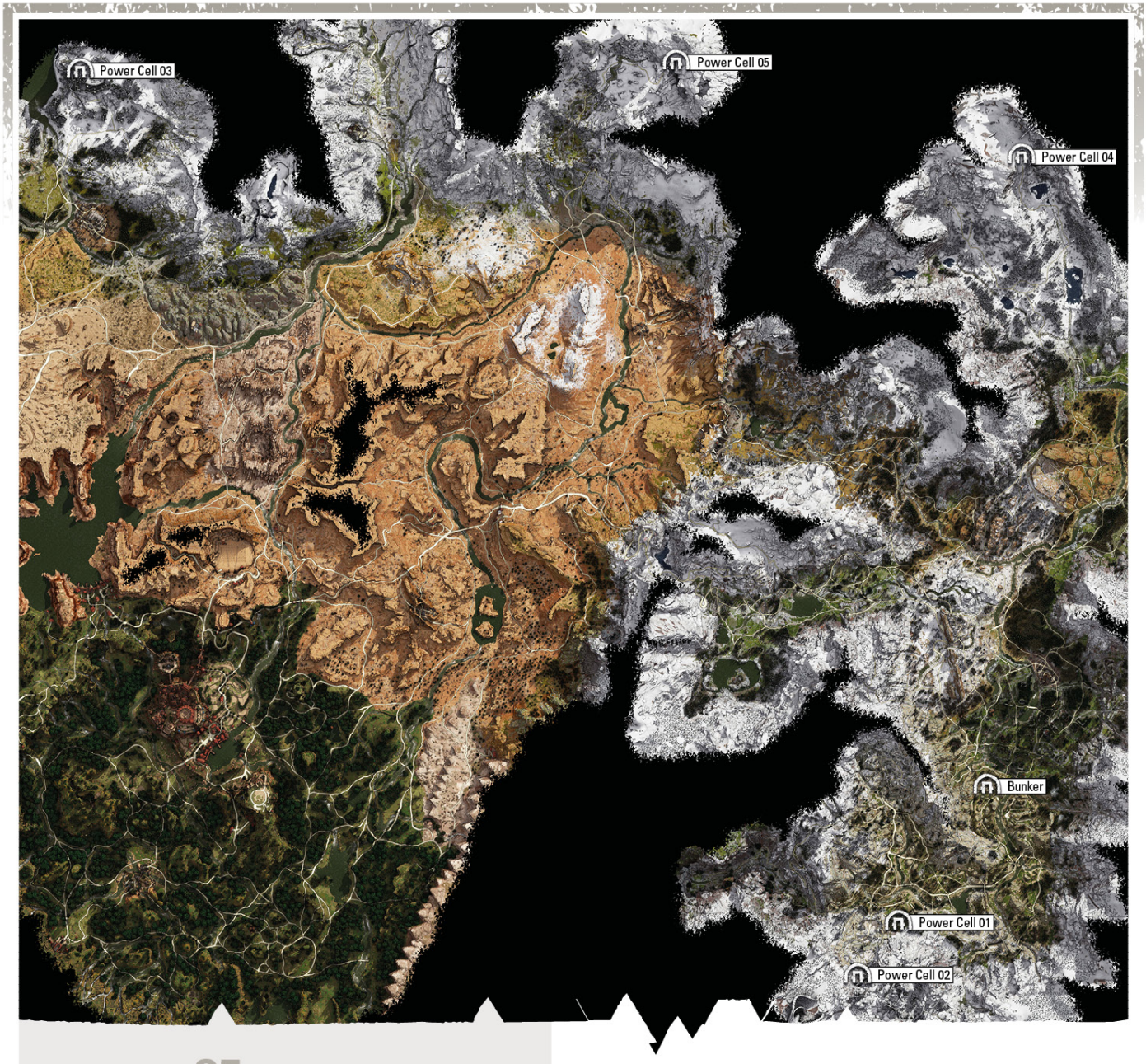
Alternatively, you can sneak up behind the stationary one first while the patrolling one is at its furthest point away, and then use R2 attacks with your spear to take it out before the patrolling one can close in. When the area is clear, examine the destroyed Watcher that the Scrappers were trying to salvage. It was likely killed by the person you're tracking, and they clearly know how to fight.

14–17 Use your Focus near the destroyed Watcher and you'll find another set of tracks leading away from it; highlight the tracks and continue your pursuit. Those tracks lead you to a large rock, at the top of which you'll find a supply cache that has been recently looted. After a quick examination of the supply cache, activate your Focus and locate the tracks leading away to the east, and then drop down and follow them. After a short distance you'll find the contents of the supply cache dropped on the path – feel free to put them to good use. Continue following the tracks across the nearby bridge and you'll hear shouting coming from the top of a large rocky outcropping. If you climb up there you'll finally come face-to-face with Brom **[→▢ 4]**.

Fearful of what the spirits of the Forgotten are telling him to do, Brom was considering a drastic course of action, so you'll need to talk him down. During the conversation Olara will turn up, and then depending on how you choose to continue with the conversation, Brom will either go off on his own, or with Olara. There are no direct gameplay consequences to your choice, so you can just do whatever you feel is right to resolve the situation.



Ancient Armory



Recommended Lvl.	25
Prerequisites	–
Unlocks	–
Quest Giver	–

Rewards

XP –

– –

Other +1 Shield-Weaver Outfit Box

OBJECTIVES OVERVIEW

01 Find a Use for the Power Cell

02 Restore Power to the Bunker Door

03 Investigate the Bunker

04 Restore Power to the Mechanism

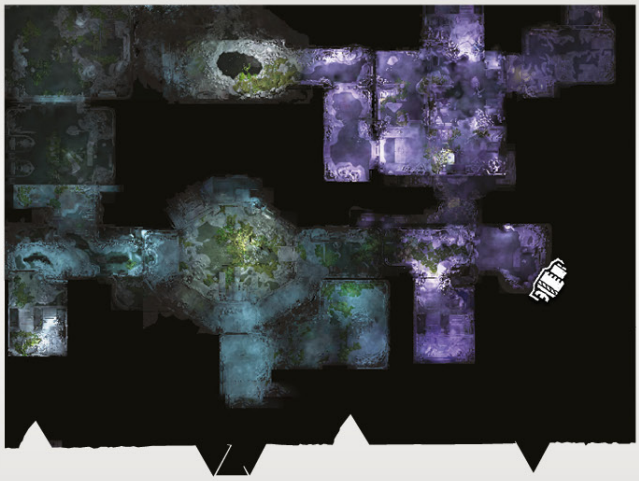
05 Retrieve the Ancient Armor

An ancient suit of armor lies in a ruin of the Old Ones, visible but out of reach.


1

01 While the individual steps of this quest are not very long, there will be long periods where you can't progress within it until you complete more of the Main Quests. Inside these ruins lies an ancient and powerful armor that is locked away behind a series of doors. There are five Power Cells in total that you need to acquire to power the Holo Locks that seal the armor away, and the quest will automatically begin as soon as you pick up your first one or enter the Bunker **[→▭ 1]**. Since you can't active the final locks until you have all five Power Cells, however, you don't actually need to go into the Bunker until you have them all.

POWER CELL 01



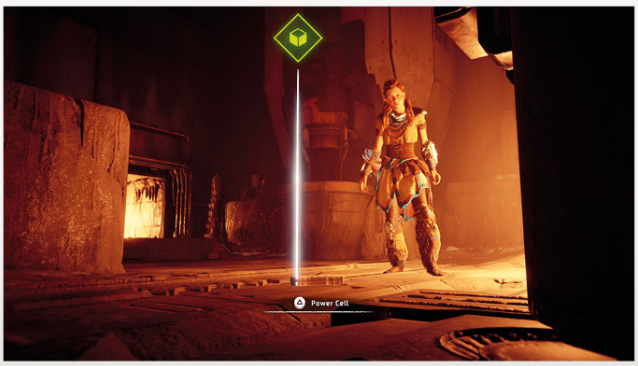
The first Power Cell you can find is located in the ruins you fall into as a small child. Since you need a spear to break through the stalactites blocking the way into the room, you can't get it until you're an adult. As soon as you start the quest 'The Point of the Spear' you'll be able to descend into those ruins once again and claim the Power Cell.



POWER CELL 02



The next Power Cell can first be obtained during the quest 'The Womb of the Mountain'. While you're inside the facility you'll come across a small room with a partly open door, and if you look through the opening you'll see the Power Cell on the other side. To reach the Power Cell, crouch down and use the vent near the door to reach the room on the other side. If you miss the Power Cell, you can also get later in the game, after the quest 'The Heart of the Nora'.

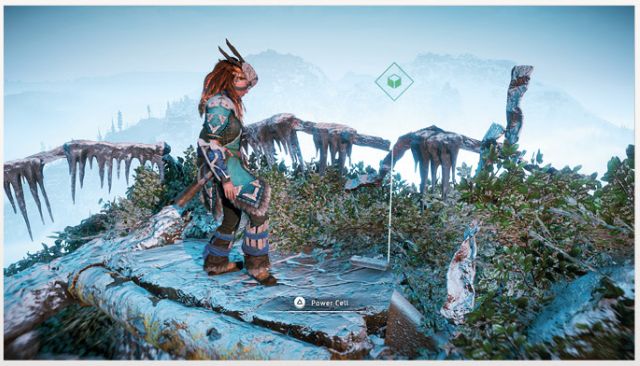


POWER CELL 03

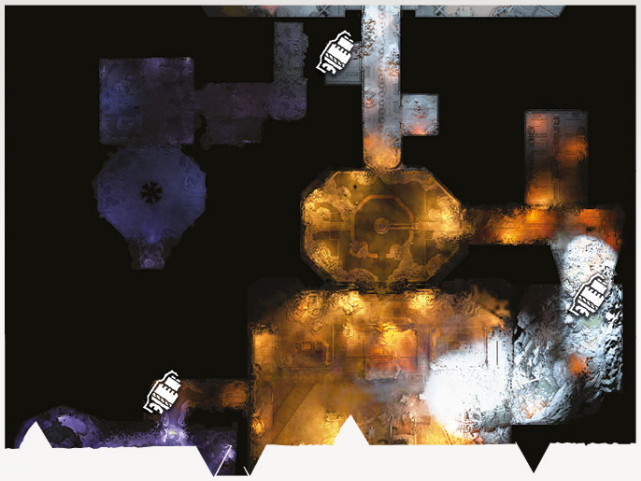


When you reach the office at the top of the tower as part of the 'Maker's End' Main Quest there are a series of handholds on the wall just before dropping down into that office; if you climb them you'll find the third Power Cell at the top.



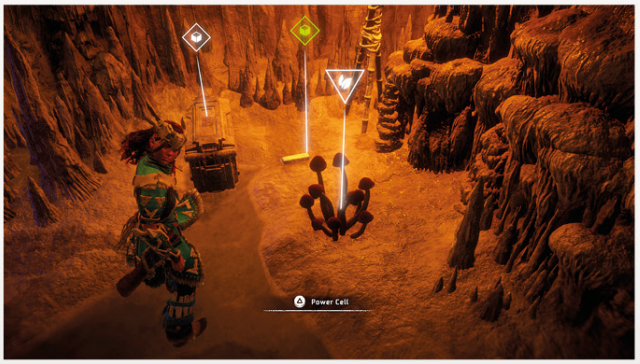


POWER CELL 04

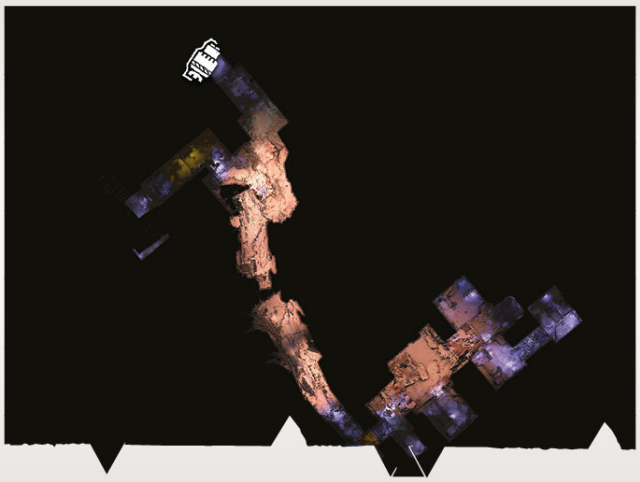


During your exploration as part of the Main Quest 'The Grave-Hoard' you'll come across a large armory room and this Power Cell can be found in three different locations in and around that room. The first place is between a Supply Crate and a Medicinal Plant in the corridor just before the armory, and the second place is at the end of the fissure you have to jump across to leave that room. The final place you can find it is in a small supply room just after the holographic display room. Although this Power Cell is in three locations, as soon as you pick it up at any one of them, the other two will disappear.

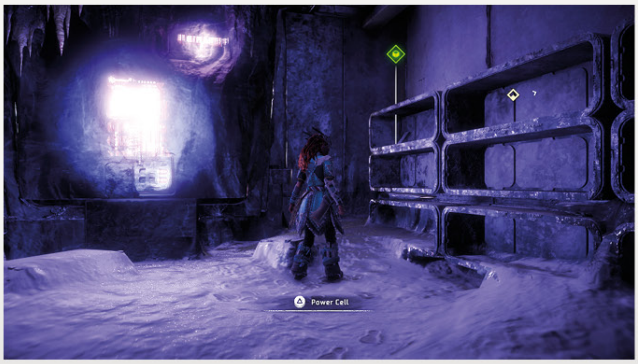




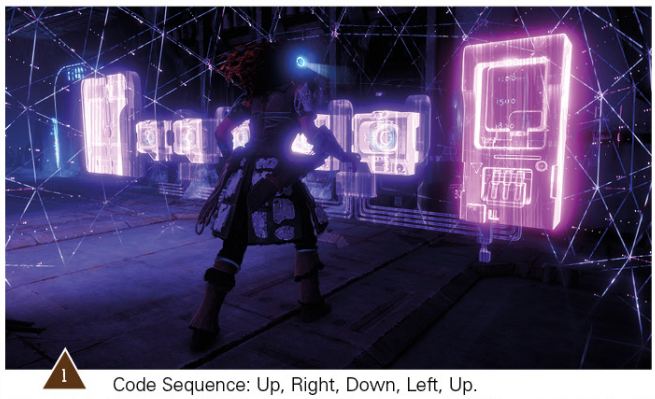
POWER CELL 05



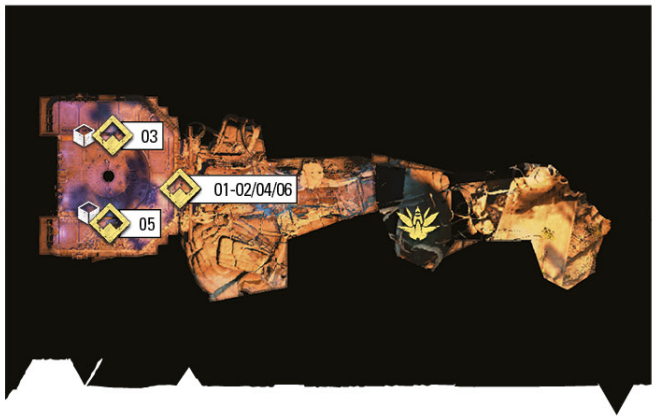
Shortly after entering the GAIA Prime facility you will reach the epicenter of the blast and need to rappel down. Instead of going west as normal, go north and you'll find a small handhold that you can jump to. Climb up the subsequent handholds and follow the path north to a small room, where you'll find the final Power Cell.

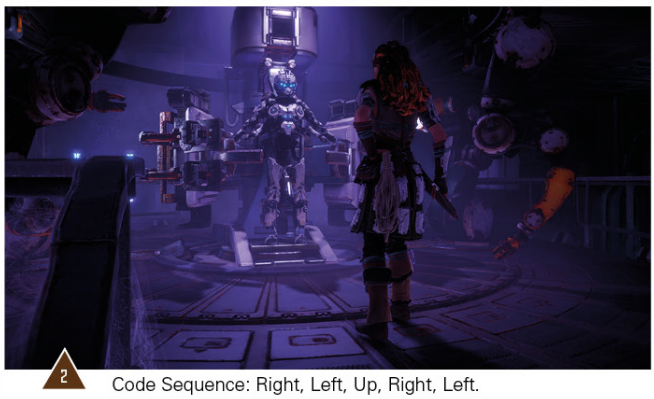


02 Once you have all of the Power Cells, go to the Bunker and replace the two missing ones near the outer door to restore power to that set of Holo Locks. If you use your Focus to scan the nearby Code Nexus it will reveal a series of times based on a 24hr clock; each of those times corresponds to the correct position for one of the locks, starting with the one furthest from the nexus. **[→▢ 1]**



1 Code Sequence: Up, Right, Down, Left, Up.

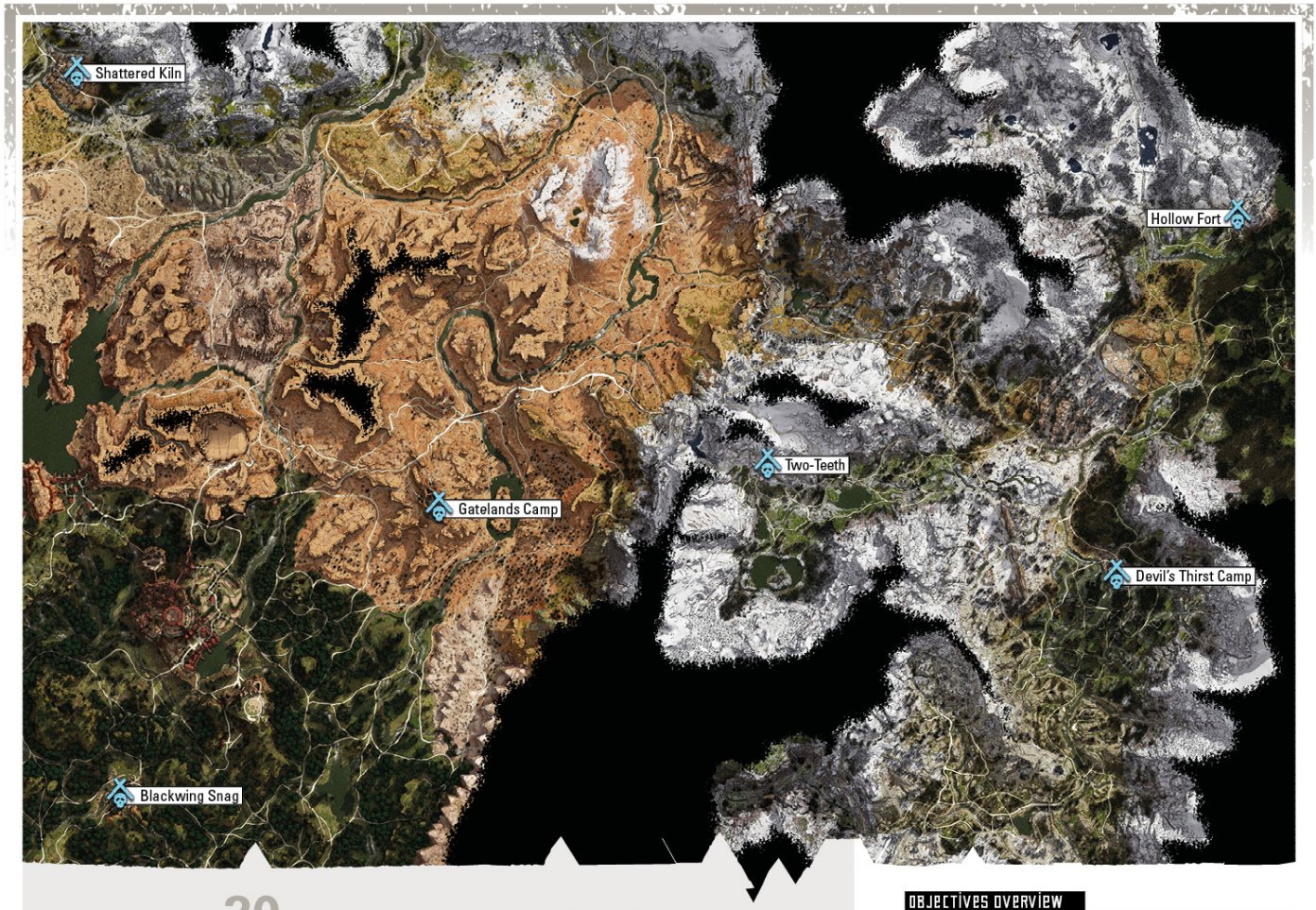




2 Code Sequence: Right, Left, Up, Right, Left.

03–05 With the outer door open you're one step closer to obtaining the ancient armor. Unfortunately, even though you can touch it, clamps are holding it in place, so you need to find a way to release them. Adjacent to the doorway you used to enter the room is another doorway that leads to a small room with another set of Holo Locks – use your remaining three Power Cells to restore power to them. Scanning the Code Nexus here will show you the positions for the locks in degrees, based on segments of a circle, with each 90-degree value being worth one clockwise turn of the lock. Once you've input the correct sequence the clamps will be released and you can finally obtain the Shield-Weaver Outfit. **[→▢ 2]**

Cause for Concern – Farewell



Recommended Lvl.	20
Prerequisites	Completion of all 6 Bandit Camps
Unlocks	–
Quest Giver	Nil

Rewards

XP +5000 –

Other –

OBJECTIVES OVERVIEW

01	Talk to Nil
02	Kill Nil
03	Talk to Nil

Nil, a mysterious outlander, invites Aloy to raid Bandit Camps with him when their paths cross.

Story Note

Shortly after you exit the Embrace you'll have the opportunity to cross paths with the mysterious Nil, an outlander with a thirst for killing Bandits. Killing Bandits is Nil's sole purpose, and he travels the world looking for new places to ply his trade, either alone or with a partner. Of the six Bandit Camps, you can find Nil near three of them: Devil's Thirst (P.516), Gatelands (P.525), and Shattered Kiln (P.449).

If you talk to him outside any of those three camps you'll be able to choose to either bring him with you on your raid, or have him stay behind. There is no downside to bringing him with you, because he won't attack unless you are detected, and he very rarely gets detected by enemies. Once you've completed any of those three camps, as long as you spoke to him beforehand, you'll be able to speak to him afterwards for some additional dialogue, regardless of whether or not you brought him with you.

01-03 Upon completing the sixth Bandit Camp you'll automatically acquire this quest, and the objective marker will point you to a location just outside of the camp, where Nil will be waiting for you. You needn't have completed the camps in any specific order, and you don't even need to have spoken to Nil before – he will always appear no matter what **[→▢ 1]**. With all the Bandits gone, Nil starts to feel lost and arranges a meeting with you on top of a mesa just south of Meridian to continue his soul searching.

Nil is looking to savor the thrill of battle one last time, and proposes that you both fight a duel to the death **[→▢ 2]**. Accepting the duel will initiate the battle straight away and you'll have to kill Nil. Decline the fight, and Nil will remain standing there, dejected. The choice is yours. If you're planning on fighting Nil, it's worth taking some time to set up some traps in the area before talking to him. Fire Wires are an especially good option, due to their good damage and guaranteed application of Burn.



Enemy Group

Type	Lvl.	Page
Nil	1	262

Recommended Loadout

Weapon	
Shadow Hunter Bow	Hunter Arrow / Fire Arrow
Shadow Sling	Fire Bomb
Shadow Rattler	Shock Bolt
Shadow Tripcaster	Fire Wire

Trophy Note
If you decide not to fight Nil, he will show up during the Main Quest 'The Looming Shadow'. If you decide to kill him, you can still unlock the 'All possible allies joined' Trophy, despite his absense in 'The Looming Shadow'.


1


2

Once the fight begins, your aim should be to keep Nil burning as much as possible, to prevent him from attacking while whittling down his health. Fire Bombs are your best option for this – not only do they create a large area of effect (so you'll often hit him even if he's evading), but they deal a good amount of damage and last a long time, allowing you to reposition if needed.

Nil's primary offensive tools are a sling with flash bombs, a bow for ranged attacks and a sword for melee. You can see him switch to each weapon before he uses it – pay close attention to his hands so that you have plenty of time to react. The flash bomb from the sling has a very large radius, so if you see him pull the sling out it's best to retreat behind one of the rocks in the area to break line of sight. Ducking in and out from behind cover while lobbing Fire Bombs is the best option when he has the bow out.

When he uses the sword, however, he will attempt to rush towards you, so that's the best time to lure him into one of your traps, or alternatively, shoot him with Shock Bolts from the Rattler to stun him. You can't use Strike attacks on him while he's stunned, but you can keep shooting him until he retreats. After you've defeated him you'll be able to speak to him once again to hear his final words.

INSULT TO INJURY

OBJECTIVES OVERVIEW

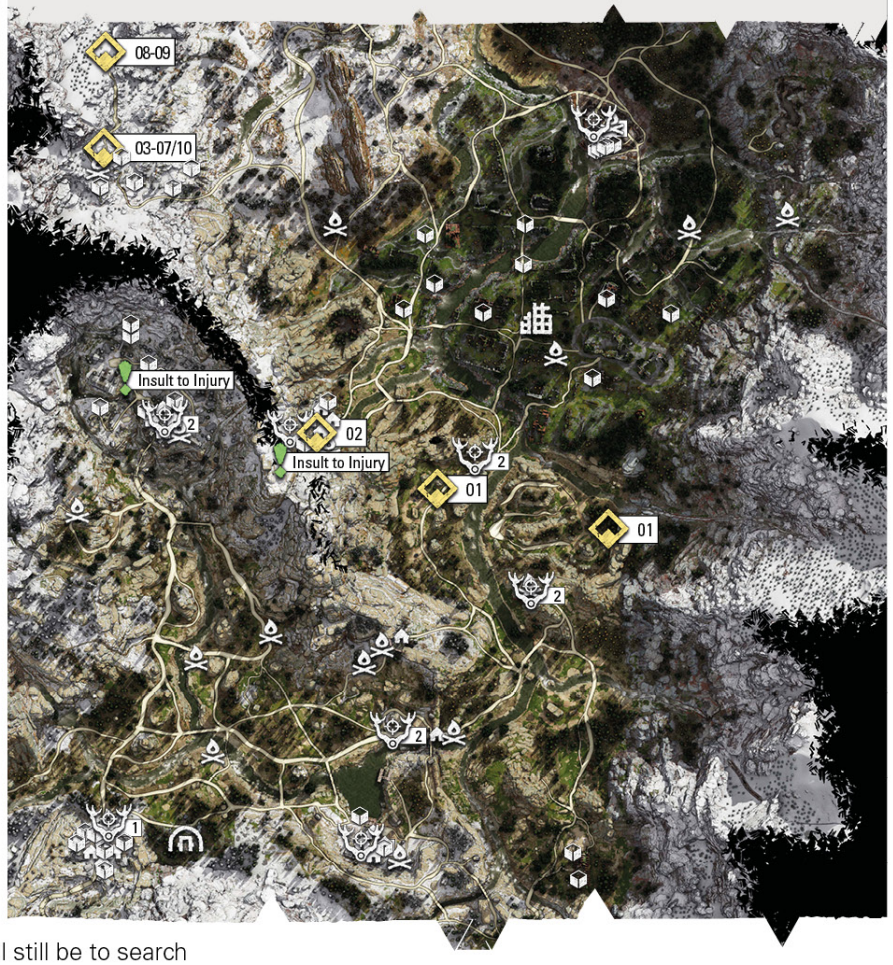
01	◆	Search Brave Trails for Dreamwillow Caches
02	◆	Talk to Fia
03	◆	Find Jun
04	◆	Investigate the Lodge
05	◆	Unblock the door
06	◆	Search the Area for Tracks
07	◆	Follow the Tracks
08	◆	Kill the Machines
09	◆	Talk to the leader of the Outcasts
10	◆	Return to Jun

Recommended Lvl.	7
Prerequisites	–
Unlocks	–
Quest Giver	Enara/Fia

Rewards

XP +2330 – –

Other +1 Remarkable Reward Box



The wounded braves of the Nora need Dreamwillow to ease their pain, but supplies have run dry.

01 The healers of the Nora tribe are in desperate need of Dreamwillow, so that they may ease the suffering of the Braves that were injured during the attack on the War Party. Regardless of whom you accepted the quest from, your first goal will still be to search nearby supply caches for some Dreamwillow. The first potential cache can be found on a wooden platform to the east of Mother's Crown, but to reach it you'll need to scale a large rocky outcropping to the east of the platform, and then use the slip-line that is strung between them.

The first cache is empty, however, so you'll need to continue your search at the second one, which is at the eastern edge of the Nora Hunting Grounds, across the river. To reach this cache you'll need to follow a Brave Trail to reach an elevated platform, and it starts on a rock just south of that platform. From that rock, jump across a pair of poles to reach a wooden pole sticking out of the cliff, and then jump from there across to the platform **[→▭ 1]**.





2

02–05 A quick search of the second cache reveals that it only contains some Metal Shards and no Dreamwillow, so return to Mother's Rise and tell Fia the bad news. She tells you of a reclusive man named Jun that picks herbs for the tribe, and there is a small chance that he may have some Dreamwillow. Follow the trail towards Jun's lodge, high in the mountains to the north – you'll hear him calling for help as you get close. It appears that someone has locked Jun inside his own lodge, but if you go around to the north side of it you'll be able to breach the door and free him **[→▢ 2]**.

06/07 Jun tells you that he was set upon by a gang of outcasts that stole all of his Dreamwillow. Since the incident only just happened, you should still be able to track them. Activate your Focus and you'll find a set of tracks leading north, away from the cabin – highlight them and start chasing after the thieves. The tracks lead you to the top of a ridge, from where you'll see that the thieves have run into the one of the Sawtooths you were told was in the area, along with a pair of Watchers. With very little ammo left, the thieves have climbed up to a small ledge, while the machines circle the area below them **[→▢ 3]**.


3

08 The machines are in a very open area with little in the way of cover, so your best approach is to stay high on the mountain and work your way around to the ledge that the thieves are on, without alerting the machines. None of the machines can reach you on this ledge, so it's relatively safe and you can concentrate on killing them. The only attack that can hit you is the ranged attack from the Watchers, so you should concentrate on killing them first with Hunter Arrows to their eyes.

Enemy Group

Type	Lvl.	Page
Watcher	5	132
Sawtooth	15	167

Recommended Loadout

Weapon	
Carja Hunter Bow	Hunter Arrow
Carja Sling	Freeze Bomb
Carja Tripcaster	Blast Wire

If the Sawtooth is quite close to the ledge, Blast Wires with the Carja Tripcaster can make short work it, because you can keep placing each bolt of the wire on either side of it while it staggers from the blast **[→▢ 4]**. Alternatively, freezing it with Freeze Bombs, and then using Hunter Arrows for damage can be just as effective if it's moving around a lot.


4

09/10 When the area is clear, Kurnst, the leader of the outcasts will jump down and you'll be able to talk to him. It seems that the outcasts are not quite the vicious bandits that Jun proclaimed them to be, and after a brief discussion, they'll hand over the Dreamwillow. Make the trek back across the mountain and hand over the Dreamwillow to Jun so that he can take it to Fia, and the quest will be complete.

A Daughter's Vengeance



Recommended Lvl.	15
Prerequisites	–
Unlocks	–
Quest Giver	Yan

Rewards

XP +5000 –

Other –

OBJECTIVES OVERVIEW

01	Go to Mother's Crown
02	Talk to Solai
03	Go to Daytower
04	Find the Outpost Commander
05	Talk to Zaid
06	Go to Lonesome rock
07	Explore Lonesome Rock
08	Examine the Cart
09	Follow the Cart Tracks
10	Explore the Compound
11	Kill the Guards
12	Explore the Compound
13	Talk to Nakoa
14	Escape the Compound
15	Kill Zaid and his Soldiers
16	Talk to Nakoa

Yan, a young Nora, is worried about his sister Nakoa, who left the Sacred Lands to find their father's killer.

01/02 To the north end of Mother's Rise, you'll find a man named Yan who has need of the services only a Seeker can provide. Yan asks you to track down his sister, Nakoa, who has gone in search of the Carja man that killed their father. The first step in your search is talking to Solai, who resides in Mother's Crown. You'll find Solai toward the north end of the settlement, and in talking to her you learn that Nakoa did indeed pass through Mother's Crown, on her way to another settlement called Daytower.

Before you can enter Daytower you will need to clear two Corrupted Zones as part of the Main Quest 'A Seeker at the Gates'.

03–05 Upon reaching Daytower you'll need to track down the outpost commander, a man named Balahn, and you can find him near the western edge of the outpost overlooking the valley below. Start up a conversation with him, and then enquire about Nakoa when given the option to get more details about 'the incident when she arrived', and you'll find out that Zaid, the man Nakoa was hunting for, is currently in the outpost.

Zaid can be found up the stairs to the east of the outpost, and if you talk to him you'll find out that he was attacked by Nakoa **[→☐ 1]**. She was released safely after the encounter, but if the reports he heard are true, she may have been captured by Bandits near Lonesome Rock, far to the west.



06–09 When you reach Lonesome Rock you'll need to search the area for any clues relating to Nakoa. If you activate your Focus straight away, you'll be able to identify a suspicious cart. Approach the cart, and the leader of the local garrison will stop you and ask what you're doing in the area – you have the choice to either lie or tell the truth.

If you tell the truth, the garrison will immediately attack you, but if you lie they'll let you go on your way. Lying is a better option, because as long as you don't try to examine the cart, the garrison will leave you alone. That means you can take the time to set up some tripwires or other traps near them, so that when you do examine the cart, they will activate straight away and kill the troops. Examine the cart once the area is clear and you'll discover that it was used for moving prisoners; activate your Focus to find the cart tracks, and then highlight and follow them to the north.

Enemy Group

Type	Lvl.	Page
Carja Spearman	15	245
Bandit Thug	15	248

ENCOUNTER MAP

10/11 If you approach the main gate of the compound you'll overhear the Carja soldiers inside talking about a Nora brave, confirming that this is where Nakoa is being held. The only way to free her is by killing all of her captors. Follow the exterior wall of the fort to the south a bit and you'll find a section of collapsed wall at **Position A**, giving you the perfect entry point **[→☐ 2]**. Climb up and over the rubble to reach a patch of tall grass on the other side, and from there, activate your Focus to scan and tag all of the Carja soldiers.

Enemy Group

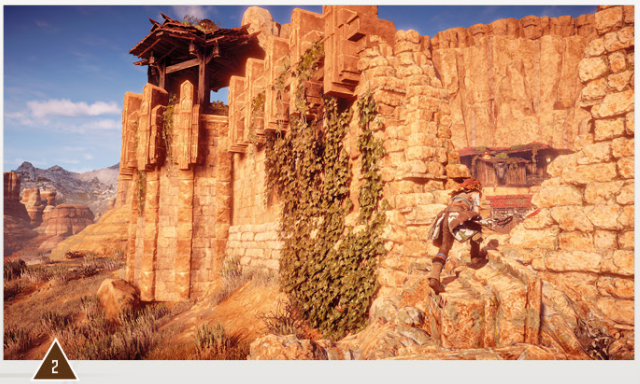
Type	Lvl.	Page
Carja Outlander	15/17	245

Recommended Loadout

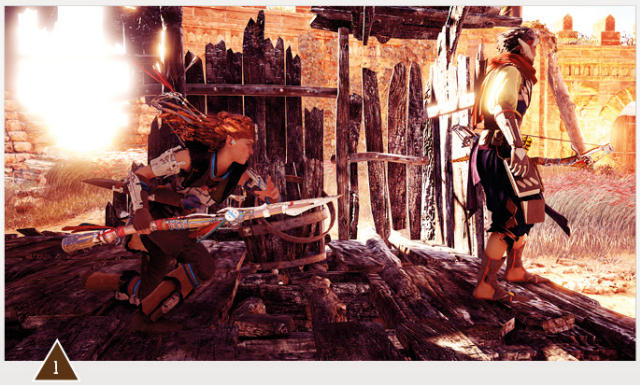
Weapon	
Shadow Hunter Bow	Hardpoint Arrow
Shadow Sharpshot Bow	Precision Arrow
Shadow War Bow	Corruption Arrow

The Shadow War Bow lets you handle the enemies in an unconventional manner; by using Corruption Arrows to infect some of the enemies, they will fight themselves while you wait safely in the grass. If you want to take a more traditional approach, directly east of the grass at **Position B** there's an enemy in a guard tower, and from





the back of the grass you can see just enough of him to get a headshot. Once he's down, look to the south slightly, where there's a gap between two buildings – when you see the patrolling enemy there, either headshot him or use Lure Call and Silent Strike him from the grass.


1

The next enemy to go for is the one patrolling around the middle of the compound. Lure Calling him to your position in the tall grass is the best option, as this avoids other enemies spotting the corpse. When he's down, remain crouched and enter the small building just to the east of the grass, so that you can Silent Strike the enemy inside **[→▢ 1]**. From inside that building you have a nice angle on the two enemies to the north at **Position C**, – if you start with the rear of the two, you can headshot both of them during Concentration without being detected.

There should only be two enemies left at the north end of the compound now, so follow the path up to the north, and then headshot the first one when he comes into view. Keep going up the hill and you'll come to a patch of tall grass at **Position D**. From there you can either sneak up behind the patrolling enemy, or use a Lure Call to bring him to you and Silent Strike him.

12–16 When that final enemy has been killed, loot his corpse to gain a set of keys. Now, if you activate your Focus you'll find a set of tracks near the tall grass that will lead you to a set of stairs, descending into a cellar **[→▢ 2]**. Nakoa is in the basement, but before going down there, it's worth taking a moment to set up some traps that will aid you in an upcoming encounter. A group of enemies will attempt to stop you from leaving after you rescue Nokoa, and they'll enter through the front gates of the compound.

Enemy Group

Type		Lvl.	Page
	Carja Spearman	15	245
	Carja Archer	15	248
	Zaid	17	254

Recommended Loadout

Weapon	
Shadow Hunter Bow	Hardpoint Arrow
Shadow Sling	Fire Bombs/Shock Bombs
Carja Tripcaster	Blast Wire

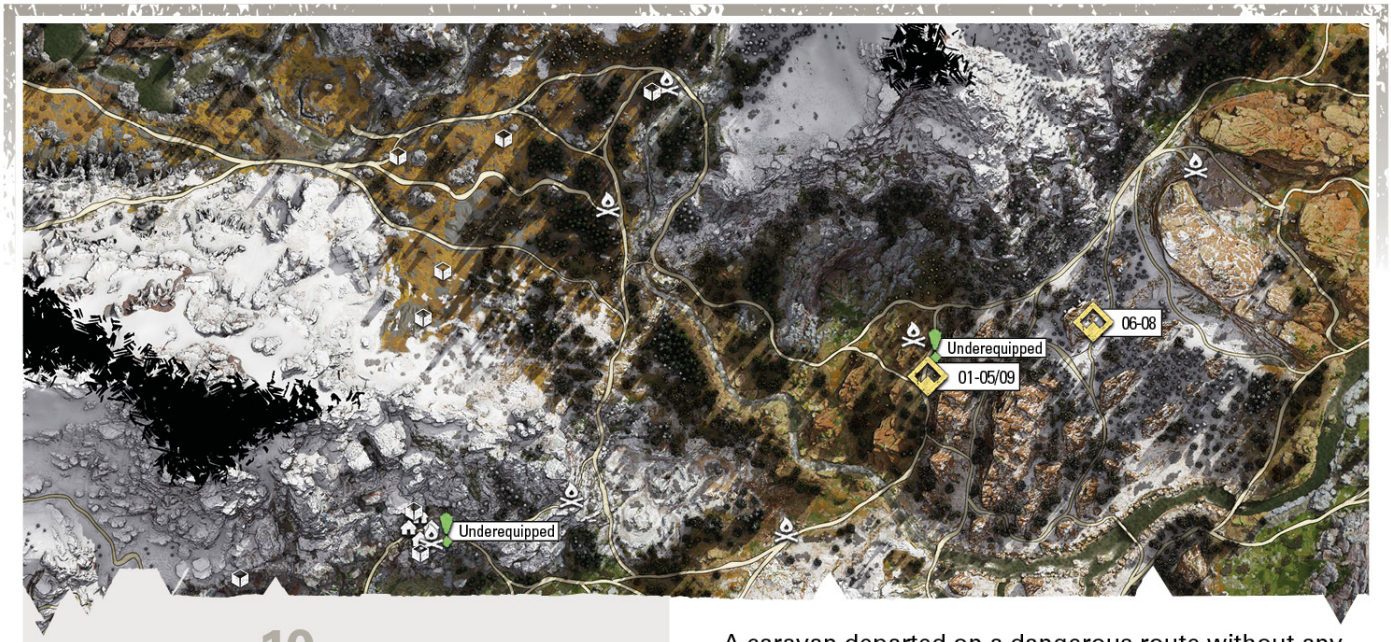
If you have some Blast Wires or Traps, set them up across the cart tracks, roughly in line with the middle of the nearby stables. Make your way back to the cellar and you'll find a shackled Nakoa near the back. Since you already have the keys, you can free her straight away and try to escape the compound. Zaid and his men will turn up as soon as you exit the cellar, but depending on how liberal you were with your traps, there may not be many of them left. Shock bombs or Fire Bombs are your best option if there are a few left – both of those will stop the group of enemies from attacking for a while, allowing you to pick them off with Hardpoint or Precision Arrows. When all of the enemies have been defeated, Nakoa will have some final words with Zaid and her liberation will be complete.

Trophy Note

Now free from her slavers, Nakoa will be able to join your forces in 'The Looming Shadow' Main Quest, and her standing as one of your allies will count towards the 'All possible allies joined' Trophy.


2

UNDEREQUIPPED



Recommended Lvl.	10
Prerequisites	–
Unlocks	–
Quest Giver	Lubavad or Marzavid

Rewards

	+2500
	–
Other	+1 Remarkable Reward Box

OBJECTIVES OVERVIEW

01	Deliver the Ammunition to the Caravan
02	Talk to Marzavid
03	Kill the Machines
04	Talk to Marzavid
05	Find Dirid
06	Kill the Stalker
07	Talk to Dirid
08	Recover the Songcores
09	Return to Marzavid

A caravan departed on a dangerous route without any decent ammunition. Without help, the expedition is doomed.

You can acquire this quest either from the owner of the caravan, Lubavad, in the Settlement of Hunter's Gathering, or by encountering the caravan directly and talking to Marzavid. Since Lubavad will give you the ammunition that the caravan is missing, getting the quest from him will allow the caravan porters to help in the battles and make things much easier for you.

01–03 After talking to Lubavad he will give you the ammunition that the caravan mistakenly left without, in hopes that you will deliver it to them before they're overrun by machines. Marzavid, the leader of the caravan will start calling out for assistance as you get close

Enemy Group

Type	Lvl.	Page
Watcher	5	132
Longleg	13	156
Scrapper	8	151

Recommended Loadout

Weapon	
Carja Hunter Bow	Hunter Arrow
Carja Tripcaster	Shock Wire / Blast Wire
Carja Sharpshot Bow	Tearblast Arrows

to it, but you should wait before talking to him. During the conversation with Marzavid, a group of Watchers and a Longleg will attack the caravan. To make the fight easier you should first set up some traps around the area.

The enemies approach from the north, so using the Tripcaster to set up Shock Wires either side of the caravan, and across the gap in the middle, can be very effective **[→▢ 1]**. Place either Blast Wires, or Blast Traps and Detonating Blast Traps in conjunction with those Shock Wires, and you can often take out the whole group of machines before they get a chance to attack. Two or three of any combination of those on each of the Shock Wires should be more than sufficient. The Longleg is the main threat, so if it survives, focus on that first, using Tearblast Arrows to remove its Components before finishing it off with Hunter Arrows.


1

When only one enemy in that first group remains, a second group of enemies will come charging in, this time comprised entirely of Scrappers. They approach from the north again, so stay to the south of the caravan to give yourself more room. If you still have any traps left, try to lure the Scrappers into them as they approach **[→▢ 2]**. Tearblast Arrows should be your first choice of weaponry against the Scrappers, because it only takes a couple of shots to remove all of their Components, depriving them of their ranged attacks.


2

04–09

Talk to Marzavid again once the battle is over, and it will become apparent that during the commotion a man named Dirid ran off with some of the cargo. Now it's up to you to track him down.

Enemy Group

Type	Lvl.	Page
Stalker	18	182

Recommended Loadout

Weapon	
Carja Sharpshot Bow	Tearblast Arrows
Carja Sling	Freeze Bombs
Rattler	Metal Bolts

Activate your Focus, and scan the area to the east of the caravan to locate the tracks left behind by Dirid. Follow the tracks through the forest and around a large rocky outcropping to find Dirid and talk to him. Karma has its way with Dirid – he'll be attacked by a Stalker during the conversation. Unfortunately, that means that you need to deal with the machine.

The Stalker's strength lies in its ability to camouflage itself by using its Stealth Generator. Taking away that ability should be your priority, and there is nothing better to do that with than Tearblast Arrows **[→▢ 3]**. If you look carefully, you can still see a slight shimmer in the environment as the Stalker moves around while the Stealth Generator is active, so don't wait for it to de-stealth before trying to find it.

Once the Components are off you mostly have to contend with melee attacks, which means that the Stalker will try to get close to you; take advantage of that by freezing it with Freeze Bombs, and then using the close-range power of a Rattler to finish it off. Talk to Dirid once the Stalker is dead to hear his final words, and then loot his corpse to recover the Songcores. Take them back to Marzavid now, so that the caravan may continue safely along its route.


3

HEAP OF TROUBLE

Recommended Lvl.	17
Prerequisites	–
Unlocks	–
Quest Giver	Petra

Rewards

XP	+4250
	–
Other	–



OBJECTIVES OVERVIEW

01	Go to the Bandit Lair
02	Recover the Power Cells
03	Go to the Scrapper Den
04	Recover Weapon Parts
05	Give Weapon Parts to Petra
06	Protect Free Heap
07	Talk to Petra

The Oseram settlement of Free Heap is under attack by bandits and machines. Without help, their claim will be overrun.

ENCOUNTER MAP

01 Petra and the other Oseram of Free Heap are being forced out of their scrap claim by a pack of Scrappers, and to make matters worse a group of Bandits have occupied the local foundry and turned it into their lair. Petra is working on a weapon that will help reclaim their territory, but she needs the Power Cells from the foundry to get it working. It's best to stick to the higher ground as you approach the Bandit lair to the east.

Enemy Group

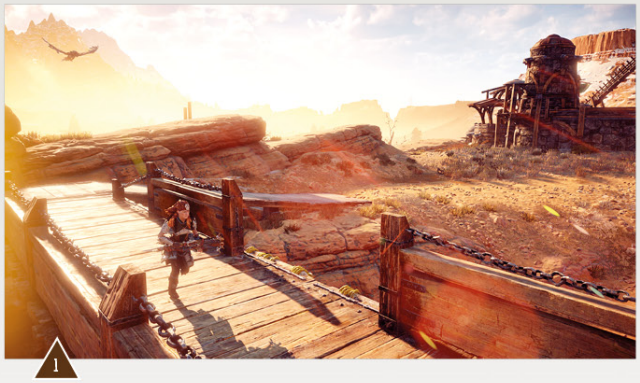
Type	Lvl.	Page
Bandit Thug	3/6	248

Recommended Loadout

Weapon	
Carja Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Hardpoint Arrow

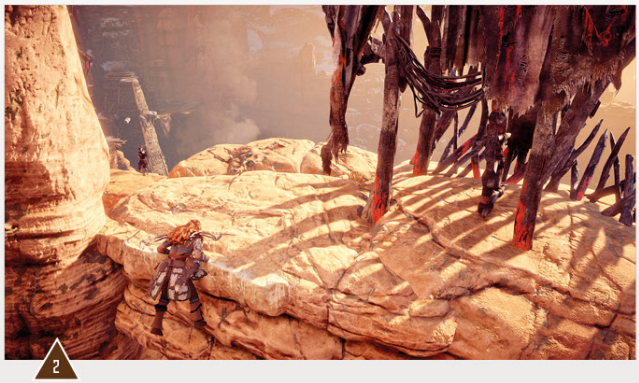


Instead of going along the ravine straight towards it, go up the slope just to the south and follow it along to reach a bridge that crosses over the ravine **[→▢ 1]**.



As you cross the bridge, two Bandit Thugs will be walking along the ravine blow – crouch down and keep moving across the bridge and onto the central ridge that runs between the two ravines. The two Bandits will eventually split up. Wait for them to get a reasonable distance apart, and then take them both out with headshots. If you look to the south, you'll see another Bandit patrolling along the opposite side of the ravine; headshot him as well. Continue along the ridge a short distance and you'll soon be able to get a clear shot on the Bandit standing on a wooden tower at **Position A**.

At the end of this ridge there are some handholds that you can climb up to reach another bridge, and if you cross that you can run along a pair of crane jibs and jump up some rocks to **Position B**. Crouch down as soon as you reach this position, because there are a couple of Bandits to the east nearby, and you don't want them to spot you **[→▢ 2]**.

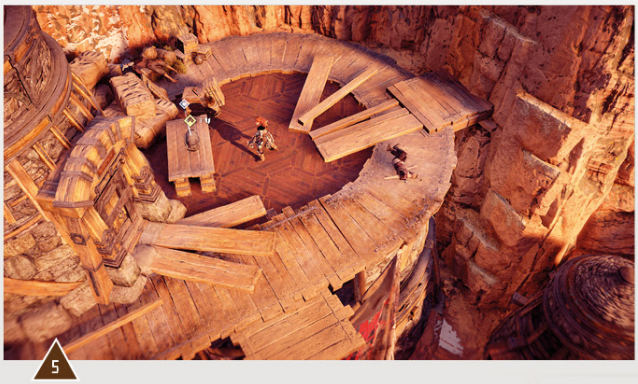


Activate your Focus and use it to scan and tag all of the Bandits in the lair. Begin picking them off one at a time, starting with the two closest to you. Hardpoint Arrows deal sufficient damage to kill in one headshot, so if you can, use them on the closer enemies and switch to Precision Arrows for the ones further away, to save on crafting Resources. If you're having trouble getting a clear shot after killing the two closest to you, consider moving further east to **Position C** to get a bit closer.

02 Once the camp is clear, you can get to work recovering the Power Cells. Drop down the ledges near **Position C** from the encounter – the first Power Cell can be found sitting in front of a pile of scrap at the bottom **[→▢ 3]**. The second one is again out in the open, just to the south in front of a pile of ingots **[→▢ 4]**. Reaching the final Power Cell is not quite so easy, however, because it's on the roof of the foundry. Approach the door to the foundry, and if you look to the southeast you'll see a narrow path that leads to some ledges in the cliff – use these to climb up to the roof and claim the Power Cell **[→▢ 5]**.







ENCOUNTER MAP

03/04 Now that you have recovered the Power Cells, all that's needed to complete the weapon are some missing parts, and you can find them in the Scrapper den. Enter the Scrapper den from the south

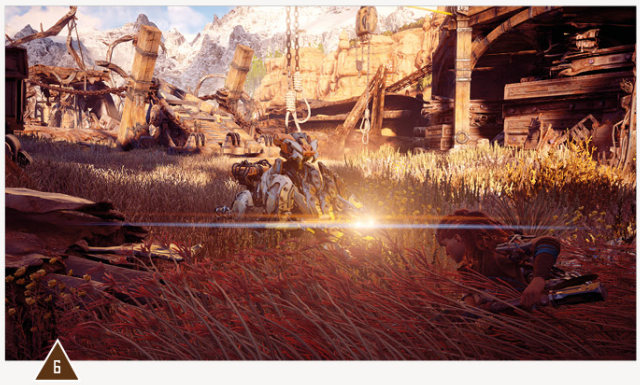
Enemy Group

Type	Lvl.	Page
Scrapper	8	151

Recommended Loadout

Weapon	
Carja Sharpshot Bow	Tearblast Arrow
Shadow Hunter Bow	Hardpoint Arrow

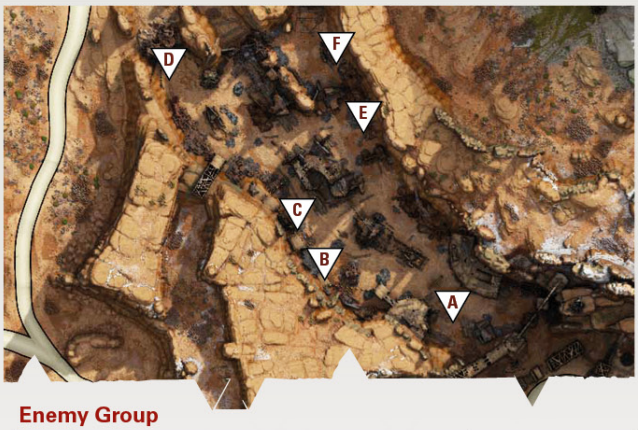
end and you'll find a patch of tall grass at **Position A**, from which you'll be able to see two Scrappers patrolling the area to the north. Use Lure Call to bring those Scrappers to you, one at a time, for easy Silent Strike kills **[→▢ 6]**. With those two out of the way, follow the western wall of the ravine up towards the first Weapon Part at **Position B**, and then use a Silent Strike on the Scrapper standing with its back to you, before picking the part up.



6

Move to the tall grass at **Position C**, – from here you can use Lure Call on four Scrappers to the north to bring them in for Silent Strike kills. This side of the Scrapper den should be clear now, so run to **Position D** and pick up the second Weapon Part. Backtrack slightly to **Position E** and you'll be able to see the final Weapon Part being guarded by two Scrappers. If you remain crouched and hug the wall along the top of the scrap you can reach a patch of tall grass at **Position F**, and then Lure Call them in one at a time for Silent Strikes. When it's safe to do so, grab the final Weapon Part.

05–07 Now that you have everything you need, return to Petra in Free Heap so that she can begin assembly of the weapon. The Bandit leader who swore revenge on the Settlement is about to



Enemy Group

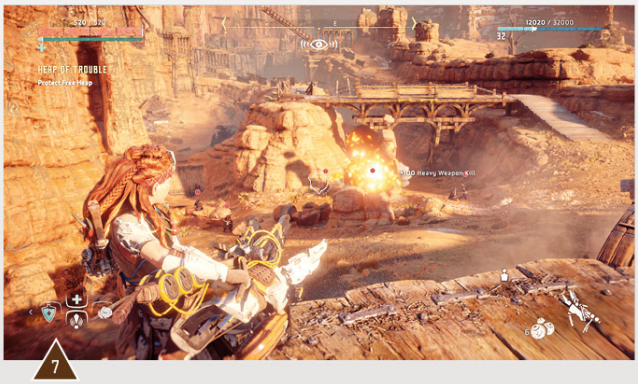
Type	Lvl.	Page
Bandit Thug	3	248
Bandit Sniper	3	245
Bandit Marksman	6	248

Recommended Loadout

Weapon
Oseram Cannon

make good on his word by attacking the settlement with a large brigade of bandits. Petra's weapon is ideally suited to handling such an encounter, so pick it up and stand ready, looking out towards the ravines to the east. Bandits will start to appear in groups of various sizes along both of the ravines to the east, and from the path to the north.

The easiest way to defeat the groups is to fire full volleys at the middle of the group. Since you're on an elevated position you don't really have to worry about the shot drop-off and can just aim directly at the group **[→▢ 7]**. After defeating several groups, a final wave will start to mass under the bridge to the east, and Petra will tell you to take out the bridge to destroy them; firing a barrage at each of the supports is the fastest way to take out the bridge. Talk to Petra after the bridge collapse to complete the weapon test.



7

Acquired Taste

Objectives Overview

01	◆	Gather Sawtooth Blood
02	◆	Deliver the Blood to Brin
03	◆	Gather Corruptor Blood
04	◆	Deliver the Blood to Brin
05	◆	Gather Stalker Blood
06	◆	Deliver the Blood to Brin
07	◆	Gather Thunderjaw Blood
08	◆	Deliver the Blood to Brin
09	◆	Gather Stormbird Blood
10	◆	Deliver the Blood to Brin

Brin, a Banuk Shaman with a thirst for machine blood, needs new samples to fuel his mind-bending visions.

01/02 The Banuk Shaman, Brin, needs to drink the blood of different machines to induce visions of both the ancient world, and of things to come.

Enemy Group

Type	Lvl.	Page
Sawtooth	15	167

Recommended Loadout

Weapon	
Shadow Sling	Freeze Bomb
Shadow Hunter Bow	Hardpoint Arrow
Shadow Rattler	Metal Bolts

While out on a hunt he was injured and can no longer collect the blood he needs for his visions, so he proposes a trade: blood for knowledge **[→▢ 1]**. While you're inside



Recommended Lvl.	20
Prerequisites	–
Unlocks	–
Quest Giver	Brin

Rewards

XP +5000 +1

Other –



Brin's cabin, make sure to loot all the Supply Crates, because they contain a large number of valuable Resources. For starters, Brin asks that you bring him the blood from a Sawtooth, and while you're pointed to a nearby Sawtooth site, you can collect the blood from any Sawtooth. With the flask of Sawtooth blood in hand, return to Brin so that he may partake of it and recount the experience of the vision for you.

03/04 Not content with the Sawtooth blood, Brin now seeks Corruptor blood, and as before, you can gather the blood from any Corruptor you like. The location of the objective marker points you to an area with a

Enemy Group

Type	Lvl.	Page
Glinthawk	18	188
Scrapper	8	151

Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Tearblast Arrows
Shadow Hunter Bow	Hardpoint Arrow
Shadow War Bow	Freeze Arrows

Corruptor carcass that you can loot the required blood from, saving you from actually having to fight one of them. That's not to say that you are the only one interested in those carcasses, however, because there are a few Scrappers and Glinthawks in the area that you'll need to fend off first **[→▭ 2]**. Deliver the blood back to Brin once you have it, so that he can experience another vision.



05/06 The blood of an elusive Stalker is required to take Brin on the next part of his journey, which means a trip into the dense jungles south of Meridi-

Enemy Group

Type	Lvl.	Page
Stalker	18	182

Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Tearblast Arrows
Shadow Hunter Bow	Hardpoint Arrow
Shadow Rattler	Metal Bolts
Shadow War Bow	Freeze Arrows

an. The objective marker points you to an area where three Stalkers roam. Alternatively, you may want to go to the Spurflints Hunting Grounds to the east of that marker, where you can take on a single one during any of the trials. Once you have the blood, take it back to Brin again and try to unravel the meaning behind his latest vision.

07/08 Continuing with his thirst for blood from ever-more dangerous machines, the next blood Brin asks you to get from him comes from the uncontested King of the plains, a Thunderjaw. The objective marker leads you to an area teeming with Thunderjaws, but taking on more than one at a time can be extremely

Enemy Group

Type	Lvl.	Page
Thunderjaw	27	219

Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Tearblast Arrows
Shadow Hunter Bow	Hardpoint Arrow
Shadow Rattler	Metal Bolts
Shadow Sling	Freeze Bombs

dangerous, so you'd need to be very well prepared to attempt getting the blood there. As an alternative, if you go northeast from that marker you'll find another Thunderjaw site, and you'll only have to contend with one in that area. The blood of such a powerful creature must surely induce a powerful vision, so return it to Brin and find out.

09/10 After having sampled blood from every machine that walks the ground, Brin now turns his sights to the skies, where the blood of a fearsome Stormbird is all that has yet to pass his lips. The Stormbird location you're directed towards is a good choice to obtain the blood from, because there are no other machines

Enemy Group

Type	Lvl.	Page
Stormbird	27	226

Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Tearblast Arrow
Shadow Hunter Bow	Hardpoint Arrow
Shadow Rattler	Metal Bolt
Shadow War Bow	Freeze Arrow

nearby, and there is plenty of room to move around. Time now to bring the blood back to Brin so that he may go on one final vision quest before bringing his story to an end.

Death From The Skies

Objectives Overview

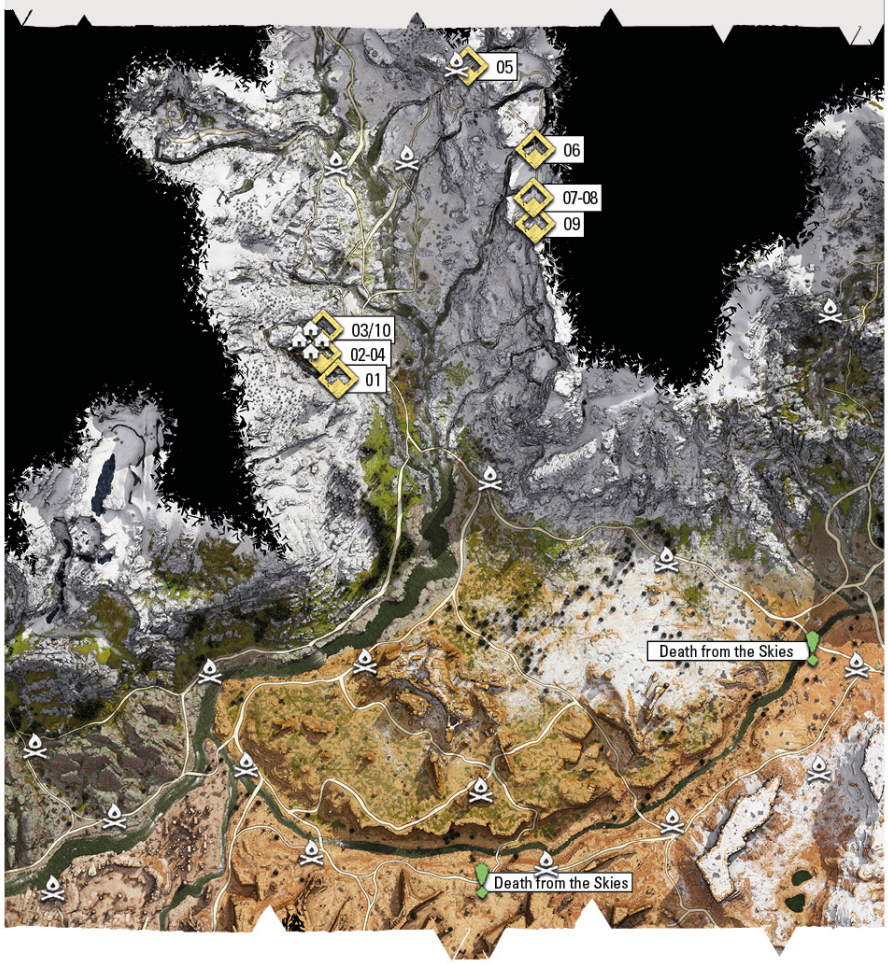
01	Go to Pitchcliff
02	Kill the Glinthawks
03	Find the Leader of Pitchcliff
04	Investigate Pitchcliff
05	Go to the Campsite
06	Go to the Workshop
07	Kill the Stormbird
08	Disable the Lures
09	Investigate the Workshop
10	Return to Ralert

Recommended Lvl.	25
Prerequisites	–
Unlocks	–
Quest Giver	Hakurt

Rewards

+6250 XP | +1

Other +1 Extraordinary Reward Box



The border settlement of Pitchcliff is under attack by Glinthawks. What could have caused such an assault?

01/02 Lying beside the road either to the northwest of Free Heap, or further west along a path in the Dryrun canyon you can find an injured man named Hakurt. With his dying breath, he asks that you go to the Settlement of Pitchcliff and try to save the people there from an ongoing Glinthawk assault. As you approach the Settlement you'll see the large flock of Glinthawks laying siege to the area, while the local people try valiantly to fight back.

Enemy Group

Type	Lvl.	Page
Glinthawk	18	188

Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Tearblast Arrow
Shadow Hunter Bow	Hardpoint Arrow
Ropecaster	Tie Rope

There are a lot of Glinthawks, but they're focused on attacking the Settlement, so as long as you keep your distance you can generally pick them off one at a time without alerting the rest of the flock.

The Ropecaster can help a lot here, since it lets you pull enemies down and away from the flock one at a time, so that you can finish them off **[→▢ 1]**. Alternatively, if you use a Tearblast Arrow and hit the Freeze Sac on one of the machines in the middle of the flock, you can Freeze a few of them at once and take them out quickly with Hardpoint Arrows.

03/04 Once the immediate threat has been dealt with, make your way into the Settlement and speak to Ralert, the leader of Pitchcliff, to find out what might have caused the Glinthawks to attack. Unfortunately, he has no real idea what first attracted the Glinthawks, so you'll have to begin an investigation of your own. If you

activate your Focus and look to the north, you'll see that there's an unknown device emitting a signal **[→▭ 2]**. Jump down from where you were with Ralert, and then go around to where the device is located and you'll find a man named Shahavad desperately trying to turn the device off. It turns out that he scrounged the device from a nearby workshop, but has no idea as to how it works, and was unaware that it would lure the Glinthawks in until it was too late.





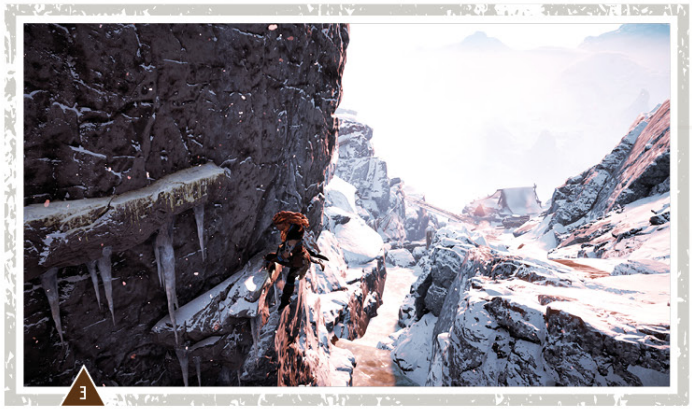
05/06 After 'turning off' the device for him, you'll need to go to the campsite he was using and see if you can find a way to reach the workshop. Follow the trail leading east away from the campsite and when you reach the end of it, jump across to the handholds on the other side of the gorge **[→▭ 3]**. Keep jumping between the handholds and you'll eventually reach some solid ground with a Supply Crate. From there you can jump to another series of handholds on the north face of the gorge – use these to reach the top.

Enemy Group

Type		Lvl.	Page
	Longleg	13	156
	Redeye Watcher	10	132
	Freeze Bellowback	18	177

Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Hardpoint Arrow / Fire Arrow
Preferred method of applying Freeze	



Two Longlegs patrol the area around the top of the gorge, and with little in the way of cover it's best to fight them here rather try to run past them. Try to quickly Freeze them, and then use Hardpoint Arrows to hit the Concussion Sac until it is destroyed, and then aim for the Wings. Continue along the trail and you'll reach a ridge overlooking a plateau, where a Freeze Bellowback can be seen patrolling, and if you look off to the west you'll also see two Redeye Watchers.



While you can sneak past those enemies, it's much safer in the long run to kill them, so they don't get dragged into an upcoming battle. From the top of the ridge you can fire at the Bellowback in relative safely. Use Fire Arrows to keep it ablaze, and Hardpoint Arrows to hit the Cargo Sac while it's burning **[→▭ 4]**. The two Redeye Watchers will join the fight once you attack the Bellowback, and the best way to take them out is with a Double Shot Precision Arrow to the Eye.

07/08 Continue towards the workshop and you'll discover that there are three lures in the area, and that they have managed to attract a

Enemy Group

Type	Lvl.	Page
Stormbird	27	226

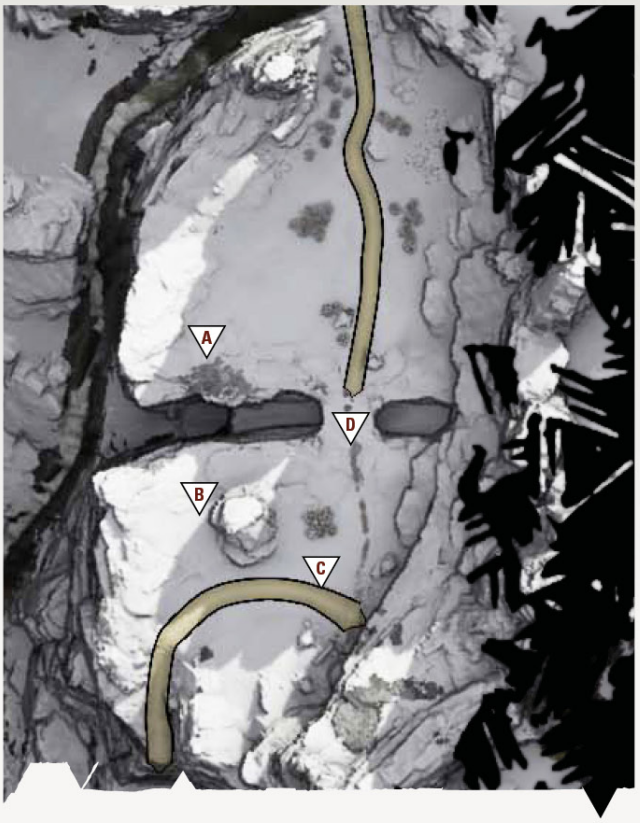
Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Tearblast Arrow
Shadow Hunter Bow	Hardpoint Arrow
Shadow War Bow	Freeze Arrow

deadly Stormbird. You have the choice of fighting the Stormbird, or finding and deactivating the three lures so that it leaves on its own. Tracking down and deactivating the lures is quite dangerous with the Stormbird flying around, because it's quite easy to get hit by attacks when you're not giving the machine your full attention.

The lures do give off a sound that gets louder the closer you get to one, but hearing that over the sound of combat with the Stormbird is also quite difficult. If you want to try regardless, it's recommended that you use a Resist Shock Potion to mitigate most of that damage. The first emitter can be found buried in some snow at **Position A**, the second is to the west of a large rock at **Position B**, and the third one is just in front of the workshop at **Position C**.

It takes a while for the effect of the lures to wear off, so you may want to drop into the trench at **Position D**, where you can get some cover and out of the Stormbird's sight until it flies away. This trench is also worth noting if you chose to fight the Stormbird, because you're relatively safe from its attacks there **[→▢ 1]**. The rock near **Position B** is another good place to fight the Stormbird, because you can keep circling around it during the fight, using the rock to block some of its attacks **[→▢ 2]**.



Try to keep it frozen as much as possible and focus on taking out the Lightning Gun first – so that you take away its ranged attacks while inflicting a large amount of damage – then aim for the Engines. Once you've destroyed the machine, you'll still need to disable the lures before you can continue your investigation of the workshop.

09/10 Look towards the workshop, activate your Focus and you'll see that there are some notes on a table that you can examine. Doing so reveals that the workshop belonged to Dervahl, but he has long since fled. Take this new-found information back to Ralert in Pitchcliff and let him know that the Settlement should be safe from now on.


1


2

BLOOD ON STONE

OBJECTIVES OVERVIEW

01	Talk to the Quarry Foreman
02	Investigate the Quarry
03	Kill the Rockbreaker
04	Return to the Quarry Foreman

Recommended Lvl.	24	**Rewards**	
Prerequisites	–	XP +6000	–
Unlocks	–		
Quest Giver	Quarry Foreman	**Other**	+1 Remarkable Reward Box



Five guards were murdered in the night at in the quarry outside Meridian. Who, or what, could have killed them?

01–04 When you enter the Settlement of Cut-Cliffs, you'll be able to speak to the Quarry foreman about an incident that occurred there. By going through all of the foreman's dialogue options you'll be able to gain clues about the incident, including that they were recently using explosives and that a mysterious mound of rocks has appeared. A slight change in your final dialogue will take place if you have previously encountered a Rock breaker, since the clues give away that one of them was behind the deaths. The outcome will always be the same, however: you must make your way into the quarry and investigate the site.

Enemy Group

Type	Lvl.	Page
Rockbreaker	23	208

Recommended Loadout

Weapon	
Shadow Rattler	Metal Bolt
Shadow Hunter Bow	Hardpoint Arrow
Shadow Sling	Freeze Bomb

After descending into the quarry you'll hear tremors from beneath the ground. Regardless of which point of interest you head towards, the Rockbreaker will emerge when you get close to it. An additional, brief cut-scene will play if you go towards the mound, however.

The Rockbreaker is quite fast for a machine of its size, and many of its attacks involve it breaching the surface from beneath the ground, so they can be difficult to see coming. Your best course of action is to quickly retreat to the path that leads down into the quarry, because the Rockbreaker cannot follow you there. Once you're on the path, the only thing you have to worry about is the Rockbreaker's ranged attack – crouch down behind the rocks that line the path to evade it. Because of their size and weakness to Freeze, Frost Bombs are very effective against Rockbreakers, and the large Exhaust Ports on their backs make excellent targets for your Hardpoint Arrows or Metal Bolts after it's frozen **[→▢ 3]**.

Since the Rockbreaker cannot track your movements while you're on the path, it will sometimes lose track of you, and if that happens you'll need to go back down into the quarry and get its attention again. Return to the foreman after the fight and he'll reward you for dealing with the threat.



Weapons of the Lodge

Recommended Lvl.	15
Prerequisites	Obtain at least 3 Half Sun Medals from Hunting Grounds
Unlocks	–
Quest Giver	Aidaba

Rewards

15 Half Suns	+1 Lodge Blast Sling Weapon Box
15 Full Suns	+1 Lodge Ropecaster Weapon Box
15 Blazing Suns	+1 Lodge War Bow Weapon Box



The Hunters Lodge bestows rewards on those who complete their Trials.

OBJECTIVES OVERVIEW

01 Gather all Hunting Ground Rewards

01 Once you've obtained at least three Half Suns and become a fledgling at the Hunters Lodge you'll be able to talk to Aidaba behind the counter near the entrance of the lodge to start this quest. The Hunters Lodge rewards its members by offering powerful weapons to those who perform well at the Hunting Grounds; obtain at least a Half Sun Medal in every trial across all Hunting Grounds and you'll be eligible for a reward. Higher tiers of medals also unlock the rewards for lower tiers, so if you get all Blazing Suns you'll receive all three weapons.

Hunting Ground

Hunting Ground	Page
Nora Hunting Grounds	458
Valleymeet Hunting Grounds	460
Greatrun Hunting Grounds	464
Sun Furrows Hunting Grounds	466
Spurflints Hunting Grounds	462

Upon acquiring the last medal to complete a set of 15, the Keeper of the Hunting Ground you received it at will let you know that you can claim a special reward from Aidaba. Speak to her after returning to the Hunters Lodge in Meridian and choose 'Claim Reward' from the dialogue choices to receive the Treasure Box containing your weapon. The Lodge weapons are essentially slightly improved versions of their Shadow equivalents, with the Lodge War Bow standing out as the best of them.

A Moment's Peace

Recommended Lvl.	12
Prerequisites	–
Unlocks	–
Quest Giver	Vilgund

Rewards

+3000 XP – +1 Extraordinary Reward Box



OBJECTIVES OVERVIEW

01	Search for the Banuk Camp
02	Find the Oseram Explorers
03	Investigate the Banuk Camp
04	Search for a Path up the Mountain
05	Go to the Source of the Signal
06	Investigate the Voices
07	Confront the Oseram
08	Examine the Artifact
09	Return to the Banuk Camp
10	Kill the Machines
11	Speak to Tikuk
12	Return to Vilgund

A remote Banuk camp is surrounded by docile machines. What could be causing their strange behavior?

01–03 A man named Vilgund has heard a rumor that there's a Banuk camp where machines and people live together harmoniously, and the knowledge of how they do so could be very valuable to him. Having sent one party to investigate already, and with no word back from them, you must now travel to the camp and try to unravel the mystery behind the machine's behavior and find out what happened to the previous group. The camp can be found in the far northeast of the map, and it doesn't take long after reaching it for you to find out that the rumors were indeed true **[→▢ 1]**.

Once you're in the camp, talk with some of the local residents to start gathering information about the mercenaries and the machines. The stories from the Banuk seem to point towards something in the area giving off a signal that is causing the strange machine behavior; activate your Focus and look towards the mountains in the north, where you'll find an unidentified signal **[→▢ 2]**.


1



2

04–08 The path up the mountain starts off easy – just head up some stairs at the north end of the village – but you'll soon need to start making use of handholds and ledges along a Brave Trail to reach the top **[→▢ 1]**. The sounds of voices arguing will start to fill the air as you get close to the signal's source, and you'll eventually come across two of the mercenaries tied up near a tree. They tell you that the rest of the group is attempting to dig up the source of the signal and remove it, which would cause the machines in the area to turn hostile again. Only direct confrontation with the Oseram mercenaries has a hope of stopping them from what they're doing, so continue north towards the device to find them. In their attempts to unearth the artifact it appears that they may have damaged it; activate it your Focus and scan it to uncover the truth **[→▢ 2]**.



09–12 The signal being generated by the artifact has been steadily decaying for the last 20 years, and appears to have finally stopped transmitting.

Enemy Group

Type	Lvl.	Page
Scrapper	8	151
Ravager	20	197

Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Tearblast Arrow
Shadow Hunter Bow	Hardpoint Arrow
Shadow War Bow	Shock Arrow
Ravager Cannon	

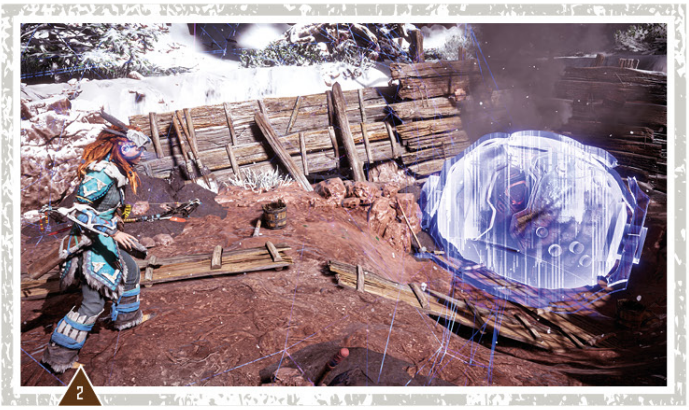
Without the signal to calm the machines, the Banuk in the camp below are in extreme danger; quickly make your way back down via the Rappel Point to the south to try to warn them. After rappelling down you'll see that it's already too late. The camp is under attack; the only thing you can do now is help the Banuk kill the machines.

Take the Slip-Line down into the camp and you'll find some Banuk warriors fighting a Scrapper. If you're careful, you can usually take advantage of the chaos and get behind the Scrapper for a Silent Strike. If you can't get around behind it, use an R2 with your spear to knock it down, and then use a Critical Hit.

Further to the south is another Scrapper along with a Ravager, and since the Ravager is by far the bigger threat, it's best to focus on that first. While the Ravager is fighting the Banuk, use a Tearblast Arrow to knock its Cannon off, and then quickly pick it up and use it to kill both the Ravager and the Scrapper **[→▢ 3]**. Depending on who the Ravager is after, finding an opening to get the Cannon can sometimes be difficult. If that's the case you may want to use a Shock Arrow to detonate the Power Cell on it first, to create an opening to grab the Cannon. When the fighting is over, speak to the Shaman Tikuk near the Thunderjaw carcass to let him know what happened, and then travel back to Meridian and do the same for Vilgund.

Trophy Note

Glad that the machines turned hostile once again, the fearsome Banuk Warrior, Aluki will gladly join you as an ally during the Main Quest 'The Looming Shadow' and as part of the 'All possible allies joined' Trophy.





HONOR THE FALLEN

OBJECTIVES OVERVIEW

01	Talk to Mournful Namman
02	Go to the Shrine of Kings
03	Talk to the Oseram Pilgrim
04	Talk to the Sun Priest
05	Talk to the Oseram Pilgrim
06	Go to the Sun's Climb
07	Go to the top of the Sun's Climb
08	Kill the Glinthawks
09	Talk to the Banuk Pilgrim
10	Go to the Lake Shrine
11	Kill the Snapmaws
12	Talk to the Utaru Pilgrim
13	Return to Mournful Namman

Sun-Priest Namman wants to usher in a new era of reconciliation between tribes by helping three pilgrims. Each wishes to mourn loved ones lost during the Red Raids, but obstacles stand in the way.

Recommended Lvl.	16
Prerequisites	–
Unlocks	–
Quest Giver	Namman

Rewards

+5330 XP – Other: +1 Remarkable Reward Box



01 In the center of Meridian you'll find the priest, Namman helping refugees from different tribes honor their deceased loved ones **[→ 4]**. There are some cases, however, that have proven too difficult or dangerous for him to deal with, so he asks that you aid three specific people. The first person is an Oseram pilgrim attempting to pay his respects at an Oseram shrine nearby, but a Carja Priest is blocking access to all Outlanders.



The second is an Utaru warrior who lost her companion near a pool of water where Snapmaws now gather. Finally, a Banuk wants to paint a mark high on some rocks to call to the machine spirits, but a flock of Glinthawks makes it unsafe to attempt. You can deal with them in any order you want, so if you're tackling this quest at the same time as others, you may want to rearrange the order to match other objectives in the area.

02–05 Start your journey to help the pilgrims by traveling north to the Shrine of Kings, where you'll find an angry mob of Oseram workers shouting at a Carja Priest and his guards. Brageld, the Oseram pilgrim you're looking for is standing just outside the gates leading into the shrine. If you talk to him he'll recount the tale of his lost loved one, along with his reasons for wanting to visit the shrine. Continue towards the shrine after the conversation and you'll be able to confront the cause of his frustrations, the Carja Sun-Priest, Jahamin.

Through the course of talking to Jahamin you can try to reason with him, but in the end his views still won't be swayed and you'll need to make a choice as to how he should be 'encouraged' to leave the area. As soon as Jahamin is out of the way, Brageld and the other Oseram workers will run to the shrine and you'll be able to talk to him once more to hear his thoughts at the end of his journey.

06–09 Head southeast from the shrine and you'll eventually reach the base of Sun's Climb. If you go around to the south side of it you'll find a trail that

Enemy Group

Type	Lvl.	Page
Glinthawk	18	188

Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Tearblast Arrow
Shadow Hunter Bow	Hardpoint Arrow
Shadow Ropecaster	Tie Rope Heavy

you can follow to reach the top. A flock of Glinthawks have occupied the summit, so before the Banuk pilgrim can paint his mural, you'll need to take care of them. Be mindful of your positioning while fighting the Glinthawks here; try to stay away from the edges at all times to avoid getting knocked off.



During the fight, it's also quite likely that the top of the area will become covered in ice from the Glinthawks, so if you're running out of room to move around in safely, retreat back down the path until you find some safe ground. A Tearblast Arrow to the Freeze Sac of a Glinthawk, and then Hardpoint Arrows to finish it off is the quickest way to take a Glinthawk out, but if you're having trouble with them, consider using the Ropecaster to tie all three down first **[→▢ 1]**. Kimik, the Banuk pilgrim, will be waiting for you at the top of the path as soon as the final Glinthawk has been killed, and by speaking to him you'll learn the story of the mark he wants to leave.

10–12 The Lake Shrine that the Utaru pilgrim wishes to mourn at is just to the southeast of the Sun's Climb. Before she can say her goodbyes, you'll need to defeat the pair of Snapmaws that have taken up

Enemy Group

Type	Lvl.	Page
Snapmaw	20	203

Recommended Loadout

Weapon	
Shadow Hunter Bow	Fire Arrow / Hardpoint Arrow
Shadow Tripcaster	Shock Wire

residence in the lake. You can usually spot the Snapmaws sunning themselves in or around the lake long before you reach the shrine, so take advantage of that distance by using Fire Arrows to detonate the Blaze Canisters on their back. Since the Snapmaws are fairly stationary outside of combat, hitting the Canisters is much easier from this distance **[→▢ 2]**.

The blast damage (in conjunction with the ensuing burn damage) is enough to take off half of the Snapmaws' health, and if you were far enough away it's likely that they



will still be unaware of your location. If that's the case, simply repeat the process again to kill them. If you're detected, the bridge to the northwest of the shrine is a good place to funnel them towards, because you can lay down Shock Wires across it to stun them as they try to close in. When the area has been made safe, you'll find Rea the Utaru pilgrim kneeling beside the lake near the shrine; listen to her story, and then return to Namman in Meridian and let him know that the pilgrims have all completed their journeys.

Trophy Note
Because you helped Namman during this quest, he will join you for the Main Quest 'The Looming Shadow' to offer some spiritual advice.

ROBBING THE RICH

Recommended Lvl.	12	Rewards	
Prerequisites	–	+3000	–
Unlocks	–		
Quest Giver	Ravan	Other	+1 Remarkable Reward Box



OBJECTIVES OVERVIEW

01		Talk to the noble
02		Talk to the Steward
03		Investigate the Crime Scene
04		Follow the Blood Trail
05		Talk to a Witness
06		Go to the base of the Stairs
07		Continue Forward
08		Talk to a Witness
09		Return to the Merchant
10		Go to the Watermill
11		Talk to Kindiv
12		Go to the fork in the Road
13		Investigate the Camp
14		Follow the Tracks
15		Find Nasan in the Outpost
16		Kill the Shadow Carja Soldiers
17		Free Nasan
18		Follow Nasan
19		Talk to Nasan
20		Return to Ravan

A brazen robbery in broad daylight deprives a noble of a precious heirloom. How was he targeted, and why?

01–04 Just south of the main entrance to Meridian you'll find one of the local nobles, a man named Ravan, who has recently suffered a great loss. A thief has broken into his house and stolen a precious family heirloom, so Ravan needs an expert tracker to locate the thief and recover the item. Start your search by talking to Ravan's steward, Juwan, whom you can find sweeping up after the robbery nearby. Activate your Focus, and then scan the broken window that Juwan told you about and you'll discover a blood trail leading away from the house; highlight it and start tracking the thief.

05–09 The trail leads you to a market stall, at which point you'll need to talk to one of the nearby vendors, a woman named Keadi, to find out more information. She tells you that the thief used some

of her expensive linen as a makeshift bandage and went running towards the stairs to the south, so continue the investigation there.

Follow the path along until you need to find another witness to get information from, and then look for a woman named Rokasha near a pagoda overlooking the cliff **[→▢ 1]**. She lets you know that the thief did pass through here on his way to the elevator, which means you won't be able to catch him now. She also says that he wasn't holding a sword – meaning he stashed it somewhere along the way. The market stall is a good place to start looking, so head back there and talk to Keadi again.



10–12 Keadi comes clean about having taken possession of the sword, but insists that the profits from its sale are going to be used to help the poor and needy. In an attempt to prove that she is telling you the truth, she asks that you visit her friends in the Watermill.

The quickest way to the Watermill area is to descend via the large elevator at the eastern side of the city, and then swim directly across the lake.

Talk to Kindiv inside the watermill and, after explaining the situation, he'll offer up a trade: in exchange for returning the sword to Ravan, Kindiv asks that you investigate the disappearance of his partner, Nasan, who was meant to be making a food delivery to those in need. Start your search for him at fork in the road far to the north.

13/14 Upon reaching the crossroads, you'll need to investigate a nearby camp to learn what happened to Nasan – a cart next to a rock behind the campfire seems suspiciously out of place. Examining the scraps of cloth in front of the cart lead to the conclusion that there was recently a struggle here, and that somebody was dragged away; activate your Focus to reveal a set of tracks leading off to the west **[→▢ 2]**.



ENCOUNTER MAP

15 The tracks lead to a Shadow Carja outpost, and they've set up sentries to guard against unwanted visitors. There's some tall grass to the side of the path at **Position A** that you can use to mask your approach. Once you're in position, you should be able to take out all six of the archers guarding the front of the outpost using Precision Arrow headshots.

Enemy Group

Type	Lvl.	Page
Shadow Archer	8	248

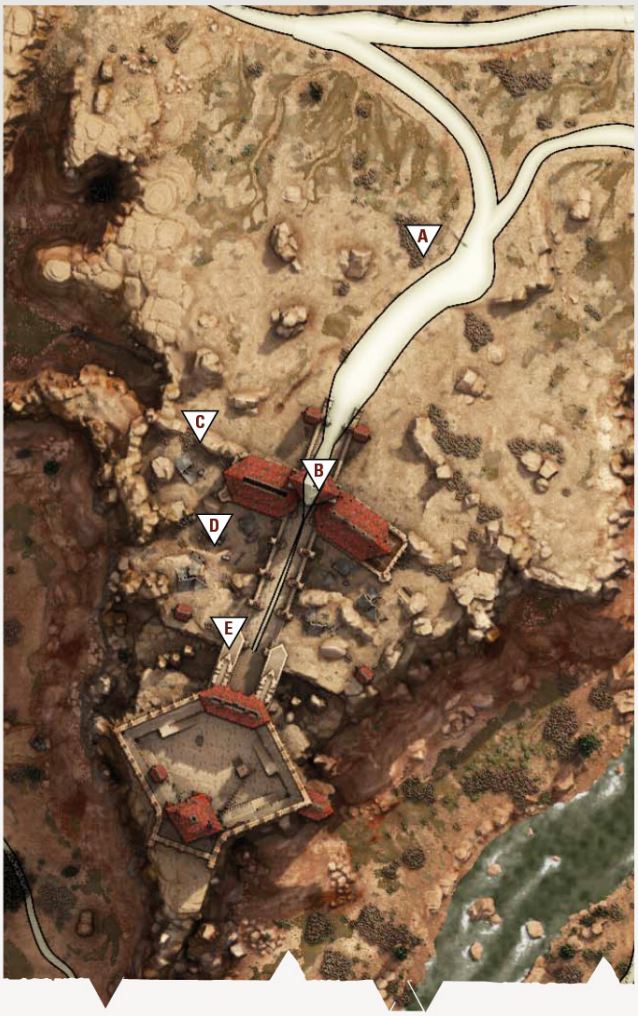
Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Precision Arrow

Start with the two nearest to you in the small guard towers either side of the path, and then look to **Position B** on the path, where you'll find two more archers. Wait for one of them to patrol along the path towards the guard towers, and then headshot the one that stayed behind, before doing the same to the patrolling one **[→▢ 3]**. The final two archers are located on the battlements, so if you're having trouble lining up a headshot, use your Focus to position your crosshairs on their heads first.



Instead of following the main path, circle around to **Position C** quietly and you'll find an archer close enough to some tall grass that you can Silent Strike him easily. You should also be able to headshot another archer on the battlements nearby from here, as well as a second one further to the south of the outpost. Continue quietly to **Position D**, where you can Silent Strike an archer standing with his back to you. Move to the tall grass at **Position E** after that, and you can take out two more archers on the eastern side of the outpost (allowing you to access the Campfire if you want to save). When you're ready, use the handholds on the rocks to the south of **Position E** to cross over to the wall of the main outpost, where you'll be able to overhear the guards talking about Nasan.



16–19 To free Nasan you need to gain entry to the outpost and kill all of the Shadow Carja Soldiers in the courtyard in front of his cell. Start by using the handholds on the exterior wall to reach the top of the battlements, and then drop down quietly onto the walkway below and hide behind the nearby wood panel. From this position, you'll see that there are three soldiers standing directly outside his cell, along with one patrolling along the walkway on the opposite side, and two others in the courtyard.

Enemy Group

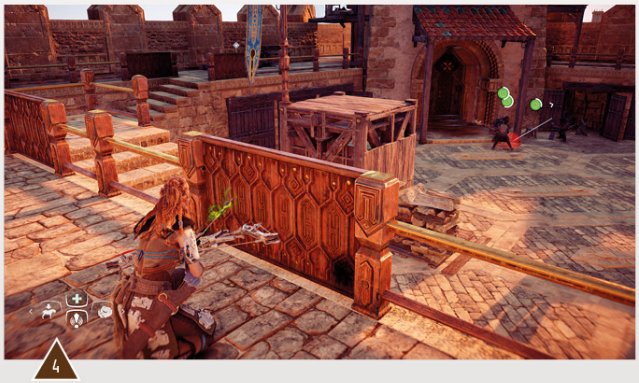
Type		Lvl.	Page
	Bandit Thug	6	248
	Bandit Fighter	1	245
	Elite Shadow Heavy	22	251
	Watcher	–	132

Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Hardpoint Arrow / Fire Arrow
Shadow War Bow	Corruption Arrow
Shadow Sling	Fire Bomb / Shock Bomb

Your first target should be the enemy on the opposite walkway. Take him out with a headshot, and then if you have the Shadow War Bow, fire a Corruption Arrow at the ground between the group of three soldiers **[→▢ 4]**. Once corrupted, the Elite Shadow Heavy should be able to take out most of the remaining enemies on his own. When only he is left, use either a Fire Bomb or Fire arrows to burn him, and then finish him off with Hardpoint Arrows.

If you don't have the Shadow War Bow, take out the two other enemies in the courtyard with headshots first, and then use Fire Bombs or Shock Bombs on the three near the cell. Go down to the cell and free Nasan once all the enemies have been killed, and then follow him out of the outpost and talk to him again. After the conversation, return to Ravan in Meridian to learn the result of the meeting with Nasan and complete the quest.



Fatal Inheritance

Objectives Overview

01	Go to Ranaman's Family Estate
02	Kill the Machines
03	Find the Source of the Shouting
04	Unlock the Door
05	Investigate the Estate
06	Enter the Workshop
07	Investigate the Workshop
08	Return to Daradi
09	Kill the Machines
10	Talk to Daradi

Recommended Lvl.	15
Prerequisites	–
Unlocks	–
Quest Giver	Ranaman

Rewards

+3750 XP – Other: +1 Remarkable Reward Box



Ranaman, the son of a Carja noble, barely escaped his father's estate when machines attacked. He needs a machine hunter to clear the place out and discover if his family survived.

01/02 In Meridian Village, a man named Ranaman can be heard calling for assistance – his family's estate recently came under attack by machines. Although he managed to escape, he does not know what has become of the rest of his family and needs an experienced machine hunter to go and investigate. The estate in question is just to the southeast of the village, and upon arrival you'll see that the machines are still in the area and need to be cleared out before you can look for survivors.

Enemy Group

Type	Lvl.	Page
Watcher	5	132
Ravager	20	197

Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Tearblast Arrow
Shadow Hunter Bow	Hardpoint Arrow
Shadow War Bow	Shock Arrow

Just outside the main building there's a Ravager standing guard, along with two patrolling Watchers. Thankfully there's a lot of tall grass to hide in while planning your attack. As is often the case with Ravagers, getting its Cannon should be your primary goal, and doing that will be much easier

without the Watchers getting in the way. From your location in the tall grass, use Lure Call on both of the Watchers and kill them with Silent Strikes. After using a Tearblast Arrow to remove the Cannon, quickly pick it up, and then enter the porch of the building. The Ravager won't be able to reach you in here, so you can fire on it safely **[→▢ 1/2]**.

03–05 A voice will start calling out from within the house as soon as the final machine has been killed. Go inside and approach the larder door under the stairs – breach it and free Daradi, the daughter of the noble that owns the estate **[→▢ 3]**. She agrees to wait inside the house while you go back outside and try to find out what caused the machines to attack. If you exit the house and go to the south, you'll find a corpse that you can loot in order to obtain the Workshop Key. Now, if you turn west and activate your Focus, you'll be able to find an unknown device in the large outbuilding ahead.

06–10 Head around to the side of the that building and use the key you obtained to open the door. Once inside, examine the device to deactivate it. Return to Daradi once it's been deactivated and try to find out who may have been responsible for planting the device.

Enemy Group

Type	Lvl.	Page
Glinthawk	18	188

Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Tearblast Arrow
Shadow Hunter Bow	Hardpoint Arrow
Ravager Cannon	

The only name that she can come up with, however, is her brother, Ranaman, and he just so happens to turn up with yet another device to attract more machines.

Things don't go so well for him this time, but you're still left with a flock of Glinthawks that need killing. If you managed to get the Ravager Cannon in the previous encounter it should still have plenty of ammo left in it, so use that to make short work of the Glinthawks **[→▢ 4]**. Without the Cannon you'll need to rely on Tearblast Arrows to detonate their Freeze Sacs, and then Hardpoint Arrows to finish them off. Talk to Daradi when the fighting is over to complete the quest.


1


2


3


4

SUNSTONE ROCK

Recomm. Lvl.	20
Prerequisites	–
Unlocks	–
Quest Giver	–

Rewards

+6670 –

Other +1 Extraordinary Reward Box



OBJECTIVES OVERVIEW

01	Talk to the Warden
02	Find Ullia
03	Kill Ullia
04	Talk to Ullia
05	Find Rasgund
06	Capture Rasgrund
07	Talk to Rasgrund
08	Find Gavan
09	Talk to the Innkeeper
10	Search the Inn for Information about Gavan
11	Follow Gavan's Trail
12	Kill the Smugglers
13	Talk to Gavan
14	Return to Janeva

A Behemoth attack has smashed a wall at the prison of Sunstone Rock, letting three dangerous fugitives escape. They must be stopped.

01 To begin this quest, you'll need to travel towards the prison of Sunstone Rock, far to the southwest of Meridian. When you get close you'll see that

Enemy Group

Type	Lvl.	Page
Behemoth	25	214

Recommended Loadout

Weapon	
Shadow Rattler	Metal Bolt
Shadow Sling	Freeze Bomb
Shadow War Bow	Freeze Arrow

it's under heavy attack from two Behemoths, and the guards are in desperate need of assistance. The guards do a good job of holding the attention of the Behemoths, so try to only attack one of them at a time, aiming to Freeze them. Depending on how each one is positioned you may want to use either a Freeze Arrow to detonate the Freeze Canister, or lob Freeze Bombs. Once the status takes effect, close in and fire Metal Bolts at the Force Loaders to finish them off quickly **[→▢ 1]**.


1


2

With both Behemoths defeated, the quest will be acquired – enter the prison and speak to the warden. Warden needs his men at the prison to restore order, so he asks that you help track down three prisoners that escaped during the chaos. The first prisoner is an Oseram Tinker named Rasgrund, most likely to be found at his old bomb-testing ground on the Dusk Mesa. Second is Ullia of the Tenakth, and her close ties to Bandits means she'll probably try to reconnect with the local faction. Finally, there's the weapons smuggler Gavan – odds are that he'll be attempting to buy passage out of the area on a boat from the lakeside Settlement of Brightmarket.

02–04 You can go after the fugitives in order you like, but since Ullia's location is the closest, that's a good place to start. She is hiding out in the Blackwing Snag Bandit Camp, and if you've already cleared the camp, dealing with her will be much easier. As soon as you enter the camp, activate your Focus and use it to find Ullia standing on a bridge near the middle of the camp – Tag her. She makes for a very aggressive and dangerous opponent up close, so try to inflict as much damage as you can from long range.

Enemy Group

Type	Lvl.	Page
Ullia	6	253

Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Hardpoint Arrow
Shadow Sling	Fire Bomb
Shadow Tripcaster	Shock Wire / Blast Wire

To that end, initiate the fight with a Triple Shot Precision Arrow headshot – that will almost kill her, and a single follow-up shot will finish her off **[→▢ 2]**. If that's not an option and she manages to close in on you, lay down some tripwires across the path to finish her off before she gets close enough to attack. The same approach can still be used if you haven't previously cleared the camp, but you should try to kill some of Bandits before dealing with Ullia, just to keep the fight manageable. Once you've taken her down, talk to her to hear her final words.

05–07 Next on the agenda is Rasgrund. Travel to the north side of Dusk Mesa, where you'll find a narrow ravine you can enter. The ravine is filled with Rasgrund's specialty proximity bombs that will explode when you get close to them; look for their distinct glowing green casing and use an arrow to detonate them from a safe distance **[→▢ 3]**. Near the end of the ravine there's a torch being used to light the area, and if you look at the cliff face opposite it you'll find a handhold that signifies the start of a Brave Trail leading up. Follow the trail as it crisscrosses back and forth along the ravine, all the while pursuing Rasgrund and destroying his bombs when you see them.

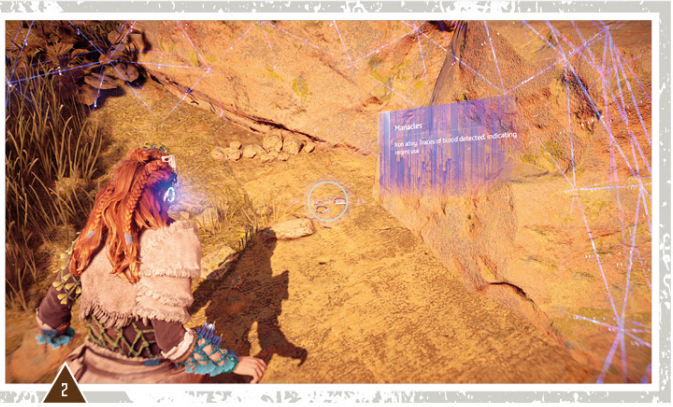

3

You'll eventually come to the end of the path and stand overlooking a river. Before jumping down and continuing, make sure to take advantage of the elevated position to clear out some of the bombs ahead. Swim along the river until it starts to widen, and then climb up onto a narrow rocky path along the north wall, so that you can detonate some more of the bombs. You can also see Rasgrund from here, but unfortunately you cannot deal any damage to him.


1

Keep following the path around to the east and you'll find some handholds that you can climb up to reach a ledge directly opposite Rasgrund's position **[→▢ 1]**. Destroy the bomb that's on the ledge below Rasgrund, and then jump across the gap to confront him. During the conversation Rasgrund will reveal one last trick he has up his sleeve, but a slight mishap leads to an early conclusion.

08–11 The final criminal you need to track down is Gavan. Head to the lakeside settlement of Brightmarket, north of Meridian, and go to the inn to pick up his trail. While the Innkeeper claims not to know of Gavan, he doesn't seem especially trustworthy. Go back outside the inn and use your Focus to scan the area for clues. Among some rocks to the north of the inn you'll find some manacles that were used to restrain a prisoner. Use your Focus again to highlight the tracks left behind and follow the trail around to a building in a small cove, just to the west of Brightmarket **[→▢ 2]**.


2

12–14 It seems that Gavan has met up with some of his former smuggling partners. They are none too happy with the rumors they've heard about his conduct in jail, so rather than aid him, they are out to kill

Enemy Group

Type		Lvl.	Page
	Hashiv	15	257
	Bandit Thug	3	248

Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Hardpoint Arrow
Shadow Sling	Fire Bomb

him. To ensure that you get the final word with Gavan, you'll need to take the smugglers out first. Hashiv, the leader of the smugglers, doesn't move from his position in front of Gavan, and the other three Bandits will patrol around the building.

Timed well, you can lob a Fire Bomb between a few of the enemies to inflict a lot of damage, and while Hashiv is burning, the other Bandits will run to his aid, so keep throwing Fire Bombs as they appear **[→▢ 3]**. If you don't have Fire bombs, consider using a Double or Triple Shot headshot on Hashiv with Precision Arrows, and then switch to Hardpoint Arrows for the Bandits. Talk to Gavan once the smugglers have been killed, and then travel back to Sunstone Rock and give your final report to the warden.

Trophy Note
So impressed was Janeva with how you handled the escapees that she will stand as one of your allies during the Main Quest 'The Looming Shadow', and count towards the 'All possible allies joined' Trophy.


3

HUNTERS' BLIND

Recomm. Lvl.	12
Prerequisites	Errand 'Hunting for the Lodge' (P.423)
Unlocks	Errand 'Deadliest Game' (P.433)
Quest Giver	Ahsis

Rewards

+3000 –

Other +1 Tearblaster Weapon Box



OBJECTIVES OVERVIEW

01	Talk to Talanah
02	Follow Talanah
03	Go to Lone Light
04	Kill the Glinthawks
05	Talk to Talanah and Isaldi
06	Find the Cause of the Glinthawk Attacks
07	Kill the Glinthawks
08	Investigate the Area
09	Follow the Tracks
10	Talk to the Hunters
11	Gather a Snapmaw Heart / Kill the Hunters
12	Deliver the Heart to the Hunters
13	Talk to Talanah
14	Return to the Hunters Lodge

Talanah has accepted a Hunters Lodge contract that Ahsis refused – helping a village under constant attack from machines. What could be causing the onslaught?

01/02 As soon as you complete the Errand 'Hunting for the Lodge', Talanah will be pointed out as a potential sponsor for your admittance into the lodge, and you'll automatically acquire this quest. Talanah will first want to talk to you at the base of the stairs in the lodge, and then again outside the lodge **[→ 4]**. A flock of Glinthawks are attacking the Settlement of Lone Light, and while Ahsis refused to help (because the payment was too low), Talanah is much more sympathetic.



03–05

When you arrive at Lone Light, Talanah will run towards you and warn that another flock of Glinthawks is closing in, so make sure you're ready

Enemy Group

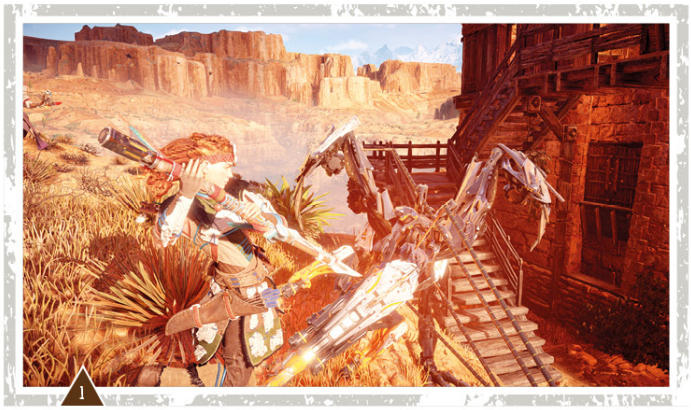
Type	Lvl.	Page
Glinthawk	18	188

Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Tearblast Arrow
Shadow Hunter Bow	Hardpoint Arrow
Shadow Ropecaster	Tie Rope Heavy

for them. Three Glinthawks will come flying in from the north, and once you've killed two of them, two more will come from the same direction. You only have a small area to move around in at Lone Light, and with that many Glinthawks the ground can quickly become covered in ice; if that happens, seek shelter inside one of the buildings.

Try to focus on taking down one Glinthawk at a time using Tearblast Arrows to detonate their Freeze Sacs and Hardpoint Arrows to kill them afterwards. If you're fighting from inside one of the buildings, you may want to consider using a Ropecaster to tie one down just outside the building, so that you can hit it easily **[→▢ 1]**. Talk to Talanah and Isaldi once the Glinthawk assault has been dealt with **[→▢ 2]**.





06–09

The Glinthawks seem to be coming from upriver, to the north, so while Talanah stays behind in Lone Light to defend the Settlement, you must venture forth and try to discern the cause of the Glinthawk attack. When you get close to the source you'll

Enemy Group

Type	Lvl.	Page
Glinthawk	18	188

Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Tearblast Arrow
Shadow Hunter Bow	Hardpoint Arrow
Shadow Ropecaster	Tie Rope Heavy

come across two more Glinthawks trying to salvage the carcass of a Snapmaw – deal with them in the same manner as the previous ones **[→▢ 3]**. Follow the trail of Snapmaw carcasses up the hill to reach a mass dumping-ground, which is clearly what has been drawing all of the Glinthawks into the area. If you activate your Focus and scan the area you'll discover that some of these kills were recent, and that the hunters left some tracks that you can follow **[→▢ 4]**.





10–12 The tracks lead you to a small camp being used by a group of Snapmaw hunters, and even after you explain that their actions are behind the Glinthawk attacks in the area, they refuse to leave until they have one more Snapmaw Heart **[→☐ 5]**. If you already have a Snapmaw Heart in your possession during the conversation, the objective will automatically be completed. Otherwise, you can take the conversation in one of two directions: either threaten the hunters and force a fight with them, or offer a compromise by acquiring the last Snapmaw Heart for them if they promise to stay away afterwards.

Enemy Group

Type		Lvl.	Page
	Vashad	1	260
	Omas	1	260
	Bandit Thug	1	248
	Snapmaw	20	203

Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Hardpoint Arrow / Fire Arrow
Shadow Sling	Fire Bomb
Shadow Rattler	Shock Bolt / Metal Bolt

If you choose to fight them, Vashad will attempt to rush towards you straight away, while Omas and the two Bandit Thugs stay back and attack from long range. If you're quick, you can hit both Vashad and Omas with a Fire Bomb while they're still close to each other, and then, while they're burning, use Precision Arrows to headshot the two Bandit Thugs. Shock Bolts with the Shadow Rattler are a good a good way to finish off both Vashad and Omas, because they allow you to keep the enemy stunned while also dealing good damage.

When going the compromise route, if you have an abundance of Metal Shards (at least 660), you can visit the machine Resources merchant in Meridian and purchase the heart to avoid having to fight for it. Or, you can head to the prime hunting location the Hunters marked on your map. There you'll find two Snapmaws that are guaranteed to drop Hearts when you kill them **[→☐ 6]**.

If you approach that location from the west you can find some patches of tall grass to hide in, and from there you can use Fire Arrows to detonate the Blaze Canisters on the Snapmaw. They won't be able to fully detect where the arrow came from after you hit the first Canister, but they will come towards you to investigate. Wait for the burn to wear off as they approach, and then fire at a second Canister to kill them before they get close to you. Once you have the Heart, deliver it to the hunters to resolve the situation, and then talk to Talanah when she shows up nearby **[→☐ 7]**. Return to the Hunters Lodge after the conversation and speak with Ahsis and Talanah again to claim your shiny new Tearblaster.


5


6


7

Redmaw

OBJECTIVES OVERVIEW

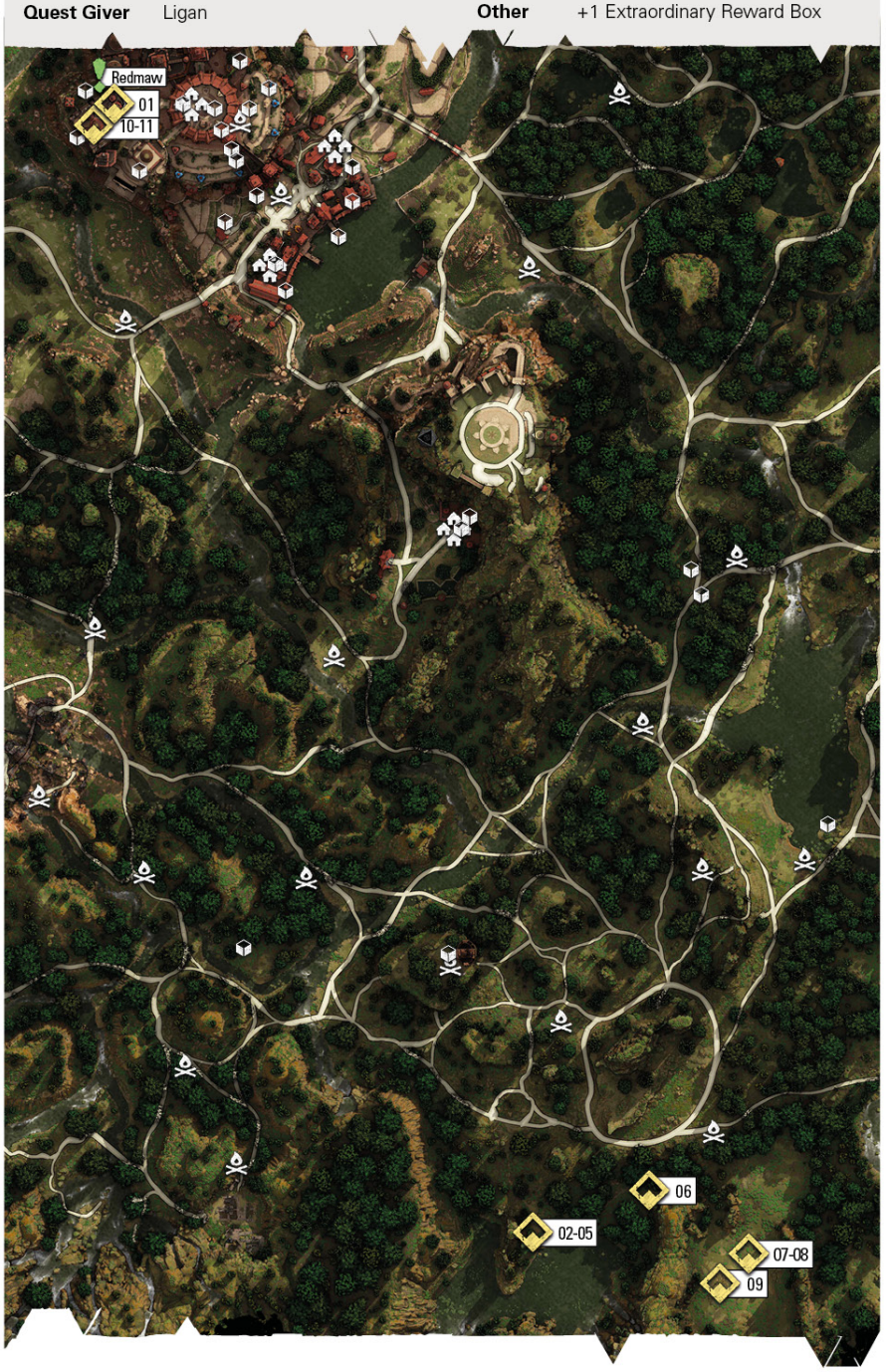
01		Talk to Ligan
02		Find Talanah
03		Kill the Outlanders
04		Talk to Talanah
05		Follow Talanah
06		Follow Redmaw's Tracks
07		Kill Redmaw
08		Talk to Talanah
09		Talk to Ahsis
10		Return to the Hunters Lodge
11		Talk to Talanah

Recomm. Lvl.	19
Prerequisites	'Errand 'Deadliest Game' (P.433)
Unlocks	–
Quest Giver	Ligan

Rewards

+6330 +1

Other +1 Extraordinary Reward Box



Ahsis and Talanah have left Meridian to track Redmaw, the legendary Thunderjaw. If Talanah can bring down the mighty machine, she will become Sunhawk. Ahsis will do anything to prevent that from happening.

01–04 Upon your return to the Hunters Lodge with the trophies from the 'Deadliest Game' Errand, Ahsis and Talanah are nowhere to be found. Talk to Ligan to find out where they are. It turns out that some information as to the whereabouts of Redmaw recently came to Ahsis' attention, so he went to investigate, and Talanah was not far behind. Sensing that Ahsis will attempt something underhanded, you need to travel south and see if you can find Talanah.

When you reach the location, Talanah will be under attack from a large number of Outlanders hired by Ahsis. Ahsis. Before you can continue the search for Redmaw you'll need to defeat them **[→▢ 1]**.

Initially, all of the Outlanders will be focused on Talanah, so try to keep your distance and start picking them off using Precision Arrow headshots while they're unaware of you.

Enemy Group

Type	Lvl.	Page
Outlander Bow Warrior	–	248

Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Fire Arrow
Shadow Sling	Fire Bomb

Talanah can only take so much damage before she's rendered unconscious for a short period of time, but as long as you haven't been detected, the Outlanders will simply walk away slowly until she gets back up again. There are a lot of large rocks and patches of tall grass in the area, so concealing yourself from them is straightforward. If you do get spotted, switch to using Fire Bombs or Arrows to keep as many burning as possible, so that they can't attack you. When they've all been defeated, go and talk to Talanah.



05–11

Talanah knows the general direction that Ahsis went in to find Redmaw, but after a while she'll no longer be able to follow his tracks, and you'll

Enemy Group

Type	Lvl.	Page
Redmaw	27	410

Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Tearblast Arrow
Shadow Hunter Bow	Hardpoint Arrow
Shadow Sling	Freeze Bomb
Shadow Rattler	Metal Bolt

have to activate your Focus and scan for signs of Redmaw. Follow the machine's tracks to a large clearing to the south, where you'll witness Ahsis fighting a losing battle against Redmaw **[→▢ 2]**. You'll need to kill Redmaw yourself. The beast won't immediately be aware of you, so you have some time to plan your approach.



As with other Thunderjaws, your first goal should be removing the Disc Launcher so that you can use it – before Redmaw spots you, fire a Tearblast Arrow to knock it off **[→▢ 3]**. Attempting to reach the Disc Launcher while Redmaw is still close to is extremely dangerous, so try to lure him to the north end of the clearing while you're working on freezing him.

Once you've created enough distance, sprint past Redmaw, grab the Disc Launcher and start firing it. Try to knock off other Components and inflict as much damage as possible. After a sustained barrage of a few shots you'll be able to knock the fearsome machine over – switch to aiming for its eyes while it can't move. When you finally defeat the machine of legend, go over and talk to Talanah near its carcass, and then talk to Ahsis. Return to the Hunters Lodge and meet up with Talanah once more to watch her ascend to Sunhawk and bring this final hunt to an end.

Trophy Note

As a show of thanks for helping her become the new Sunhawk, Talanah will lend her support for the Main Quest 'The Looming Shadow', and she is also one of the allies that count towards the 'All possible allies joined' Trophy.

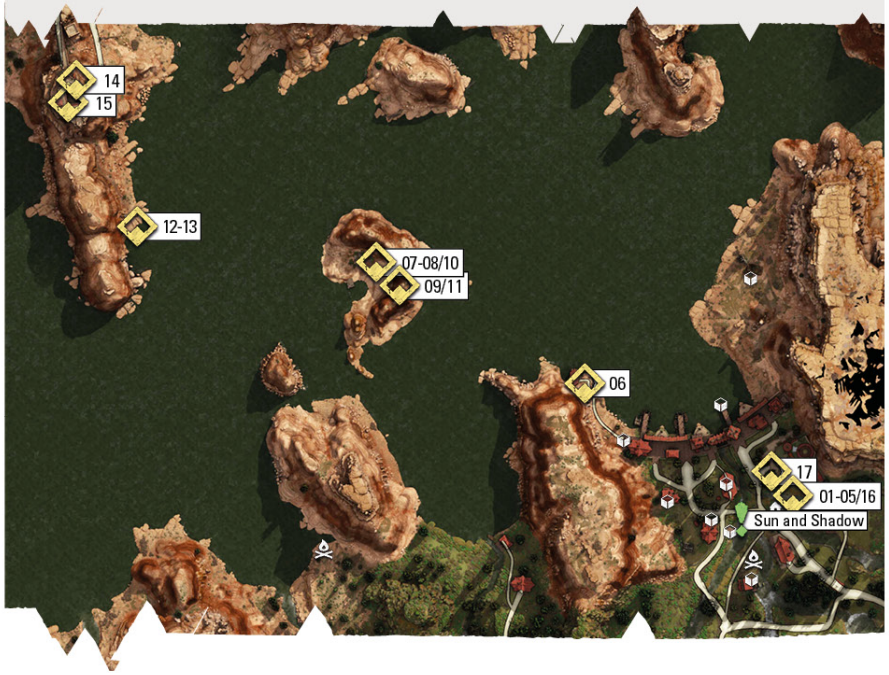


Sun and Shadow

Recommended Lvl.	20
Prerequisites	–
Unlocks	–
Quest Giver	Lahavis

Rewards

+5000 XP – Other –



OBJECTIVES OVERVIEW

01	Investigate the Garden
02	Examine the Bottle
03	Examine the Spyglass
04	Examine the Shovel
05	Follow the Tracks
06	Investigate the Boathouse
07	Investigate the Island
08	Kill the Snapmaw
09	Talk to Elida
10	Investigate the Island
11	Talk to Elida
12	Go to Atral's Signal Fire
13	Follow the Tracks
14	Find Atral
15	Talk to Atral
16	Return to Elida
17	Talk to Lahavis

Elida, the daughter of a Carja noble, has gone missing. Her father fears suicide, but still hopes she may be found.

01–06 Lahavis is standing on a bridge in Brightmarket, staring into the water, fearing that his missing daughter may have drowned. While he has asked the local guards to help look for her, they don't seem interested in helping, so it's up to you to try and find her. She was last seen in the garden of their house, so begin your search there. Activate your Focus and you'll find three objects to examine:

- A bottle
- A spyglass
- A shovel

The bottle hints that Elida may have drank something toxic, and while the spyglass offers no clues at this time, the shovel reveals that something was recently dug up from the garden, and the person responsible left behind some muddy footprints **[→ 1]**.

Use your Focus to highlight the tracks and follow them to a small boathouse on the lakeshore. Once there, use your Focus again to find a rope that you can examine. The rope was being used as a mooring line for a boat, and since the boat isn't here, there's a strong chance that someone used it to reach the island in the middle of the lake.



07–11 Swim out to the island and you'll find the boat on the southern shore; activate your Focus to find a set of tracks leading away from the boat –

Enemy Group

Type	Lvl.	Page
Snapmaw	20	203

Recommended Loadout

Weapon	
Shadow Hunter Bow	Hardpoint Arrow, Fire Arrow
Shadow Tripcaster	Shock Wire

follow them to a small camp under attack by a Snapmaw **[→▢ 2]**. The narrow path you approach the camp from is a good place to being fighting the Snapmaw from, because you can string Shock Wires across it to stop the Snapmaw in its tracks when it approaches. The walls on either side also provide excellent cover while you fire at the Snapmaw. Aim to detonate the Blaze Canisters on its back with Fire Arrows.

Talk to Elida once the battle is over. While she does answer your questions, she doesn't appear to be telling the whole truth, so a thorough investigation of the island is in order. Go to the nearby camp and you'll find evidence that she has not always been alone on the island after all; talk to her again to get the truth this time **[→▢ 3]**. Elida has been using this island to meet with an old childhood friend, who happens to be a soldier for the Shadow Carja – meaning it's forbidden for them to be together. He did not turn up at the arranged time, so Elida has been waiting for him, and now she asks that you try to find out what happened to him.


2


3

ENCOUNTER MAP



12–17 Swim across to the location of Atral's signal fire. A quick investigation will reveal that there was a struggle, with someone being dragged away, leaving tracks for you to follow. When you

Enemy Group

Type	Lvl.	Page
Shadow Soldier	10	245
Shadow Archer	8	248

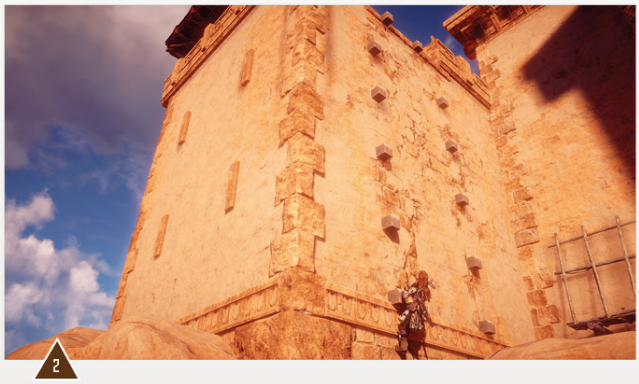
Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Precision Arrow

get close the entrance of Kestrel's Perch you'll hear Atral being tortured, so you'll now need to find a way in to help him. Crouch down and move quietly once you get near the top of the hill – take cover in the tall grass at **Position A**, because there are two Soldiers stationed at the main gate of the outpost.

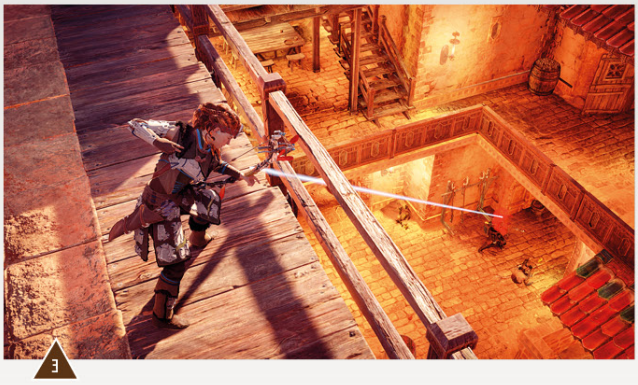
While you can take them both out and enter through the front door, doing so would put you at a distinct disadvantage against the other enemies in the area **[→▢ 1]**. A better approach is to move around the west side of the building until you reach some handholds at **Position B**, and use them to climb up **[→▢ 2]**. When you reach the top handhold, hold your position before climbing up, because there's an enemy patrolling the walkway ahead of you, and another one immediately to the west. Wait for the patrolling enemy to start moving away from you, and then climb up and use a Silent Strike on the nearby one, before taking out the patrolling one with a Precision Arrow headshot.





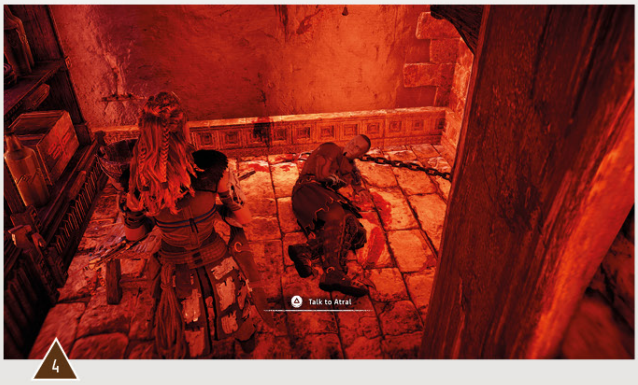
Also on this floor is a lone archer at **Position C**, with two more at **Position D**. Precision Arrow headshot the lone archer, and then either headshot both remaining ones during Concentration, or sneak up close to them, and headshot one and quickly Silent Strike the other. Atral is on the floor below, but before going down there, if you move to **Position D** and look back across to the south, you should see another soldier just below the staircase – take him out with a Precision Arrow headshot.

If you look down to the bottom floor now you'll see two more soldiers standing guard down there, and you can take them both out with headshots during Concentration without being detected **[→▢ 3]**. The final soldier inside the outpost is also on the bottom floor, but to get an angle on him you'll need to go around to the south side of the walkway.

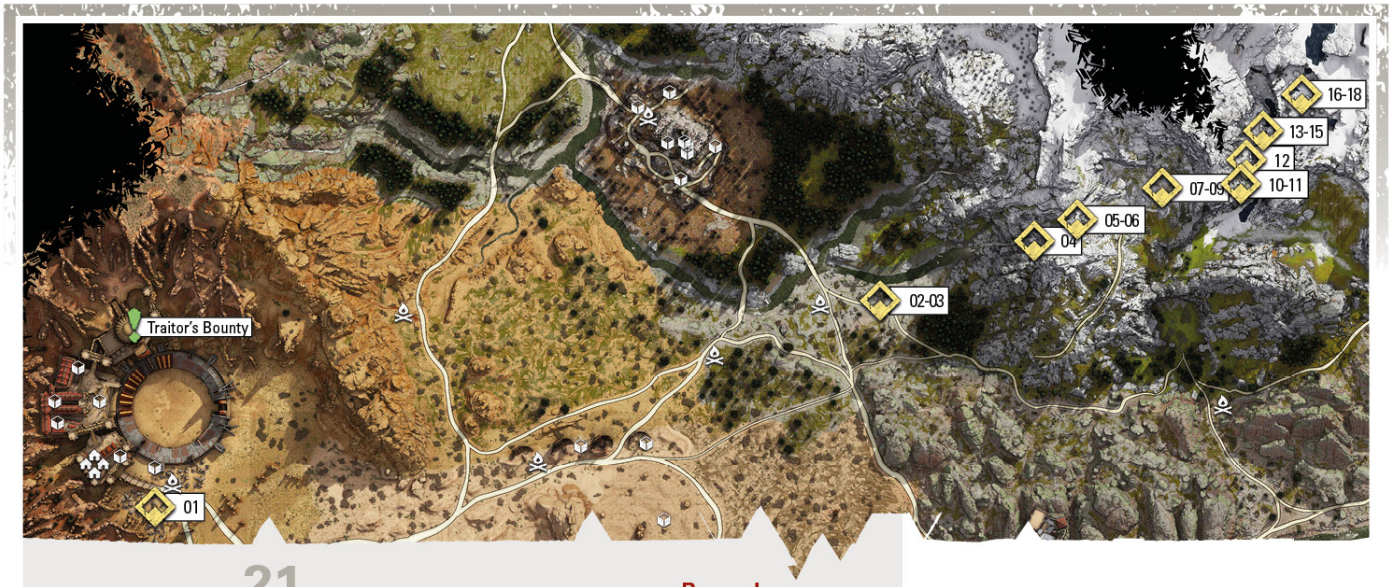


With the area clear, go down the stairs and talk to Atral on the middle floor to receive a key to give to Elida **[→▢ 4]**. To exit the outpost, either take out the two soldiers in front of the main gate, or go back upstairs and use the Rappel Point on the eastern wall. Elida has relocated back to the garden in Brightmarket, so make your way there and give her the key from Atral. After that conversation, talk to Lahavis and tell him to go and be with his daughter while she's in such a delicate emotional state.

Trophy Note
Even though she is crippled by grief at the moment, the fact that you tried to save her beloved manes that Elida has great respect for you and she becomes one of your allies for the Trophy 'All possible allies joined'. She will also appear again as part of the Main Quest 'The Looming Shadow'.



TRAITOR'S BOUNTY



Recommended Lvl.	21
Prerequisites	Main Quest 'Deep Secrets of the Earth' (P.339)
Unlocks	Side Quest 'Queen's Gambit' (P.419)
Quest Giver	Vanasha

Rewards

+7000 –

Other –

OBJECTIVES OVERVIEW

01	Talk to Vanasha
02	Go to the Three Dead Trees
03	Follow the Tracks
04	Go to the Top of the Greenclimb
05	Investigate the Camp
06	Follow the Tracks
07	Examine the Destroyed Grazer
08	Kill the Glinthawks
09	Follow the Tracks
10	Talk to Uthid
11	Kill the Outlanders
12	Follow Uthid
13	Gather Supplies
14	Kill the Outlanders
15	Follow Uthid
16	Kill Bahavas' Guards
17	Follow Uthid
18	Talk to Bahavas

Uthid, a well-liked Shadow Carja officer, has been marked for death by High Priest Bahavas. There must be more to this than meets the eye.

01/02 During your audience with High Priest Bahavas as part of the Main Quest 'Deep Secrets of the Earth', a mysterious woman named Vanasha will approach you and ask that you meet her out by the refugee tents. You'll automatically acquire this quest after the audience is complete, and it's recommended that you do this and the subsequent Side Quest before continuing with the Main Quests, because the events that take place in these quests will be reflected in them.

Trophy Note
If you complete this quest you'll gain the trust of Uthid, and the Queen's Gambit quest that follows it will bring Vanasha to your side. To repay that trust they will heed your cry for aid during 'The Looming Shadow' Main Quest. Both of these allies are also required for the 'All possible allies joined' Trophy.

High Priest Bahavas has placed a bounty on the head of a Shadow Carja officer named Uthid. Vanasha believes him to be innocent of the charges and asks that you help him. She suspects that he may be hiding in an area known as the Greenclimb, so begin your search for him near the three dead trees that signify the start of that area.

03–09 Use your Focus near those trees and you'll find a set of tracks leading up to a cliff that you can climb. Once you reach the top, use your Focus to investigate the camp. The evidence indicates that you're on the right path, so continue following the tracks further along the mountainside. Examine the remains of the machines you come across to reveal that Uthid has been hunting and stripping them for ammo components – but it seems you are not the only one interested in the remains. A flock of three Glinthawks looking for scrap will attack you; defeat them, and then pick up the trail again and follow it to Uthid **[→▢ 1]**.

Enemy Group

Type	Lvl.	Page
Glinthawk	18	188

Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Tearblast Arrow
Shadow Hunter Bow	Hardpoint Arrow
Shadow Ropecaster	Tie Rope Heavy



ENCOUNTER MAP

10–11 Uthid will cautiously agree to talk with you after you meet him, but during your conversation you'll come under attack from Outlanders and must fend them off. The first group of mercenaries Uthid will cautiously agree to talk with you after you meet him, but during your conversation you'll come under attack from Outlanders and must fend them off. The first group of mercenaries is Kikuk and his Killer Outlanders. Throughout the fight the melee mercenaries will attempt to rush you by jumping across the ravine close to **Position A**, while archers will remain atop a ridge to the east, at **Position B [→▢ 2]**.

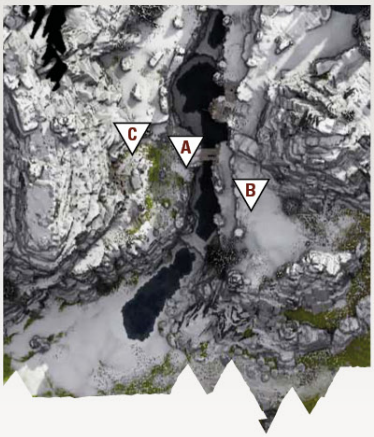
Enemy Group

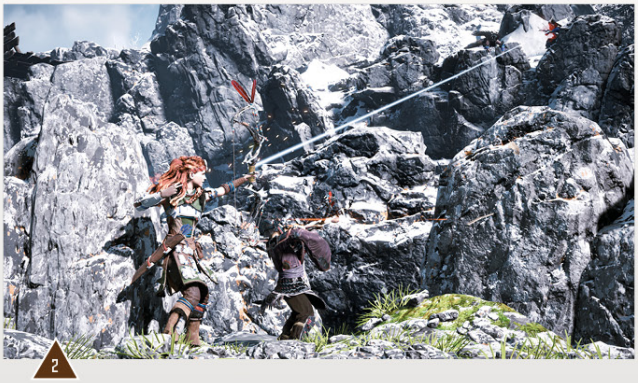
Type	Lvl.	Page
Kikuk	6	256
Kikuk's Killer Outlander	2/6	245

Recommended Loadout

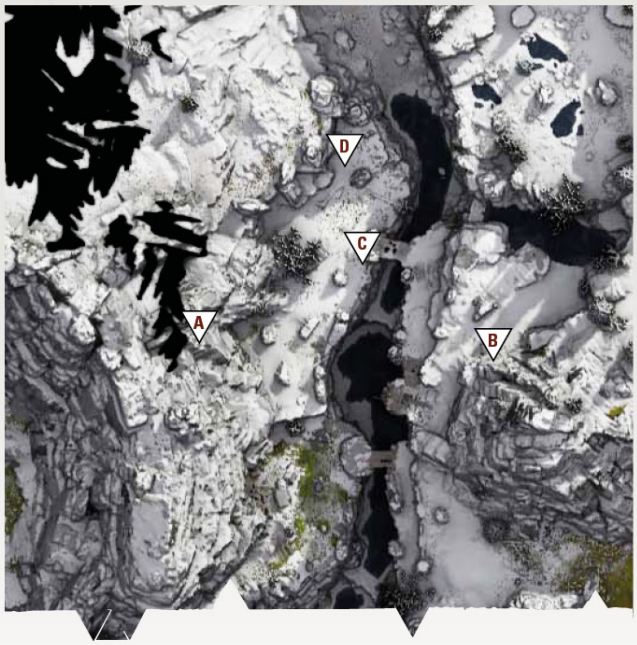
Weapon	
Shadow Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Hardpoint Arrow
Shadow Rattler	Shock Bolt / Metal Bolt
Shadow Tripcaster	Fire Wire

The rocks right in front of you offer plenty of cover from the incoming arrows if you crouch down behind them, so do that first while you survey the area. Kikuk will generally stick behind cover a lot, so getting a clear shot on him can be difficult. The easiest time to do it is when a new group of his Outlanders comes running in, because he will general change positions depending on whether the group consists mainly of archers or melee mercenaries. If you get a clear shot on Kikuk then you should take it, but thinning out his men should be your first priority since there's a lot more of them, and they won't stop coming even if you kill him quickly. Uthid won't just be standing idly by during the battle either, and he'll support you by either firing explosive arrows at the archers, or dealing with the melee mercenary rushers if they get close. While he can often handle them on his own, you may want to put some Fire Wires down at **Position C** just in case.





ENCOUNTER MAP



12–15 Once that battle is over, follow Uthid to a nearby ledge and climb it when prompted, to reach an area where he has supplies laid out for you to gather. You'll have a short amount of time to resupply before the next mercenary group attacks, so make the most of it. This time you'll have to contend with Odund and his Marvel Outlanders, and you'll begin the fight out in the open, so your first goal should be to take cover. There is a small cave a **Position A** that not only provides excellent cover, but also contains a powerful Disc Launcher that you can use against the Mercenaries **[→▢ 3]**.

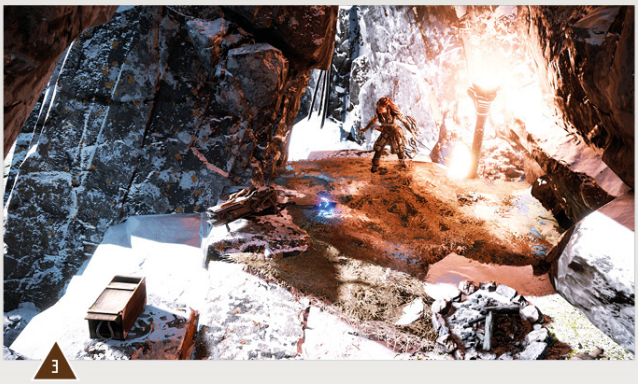
Enemy Group

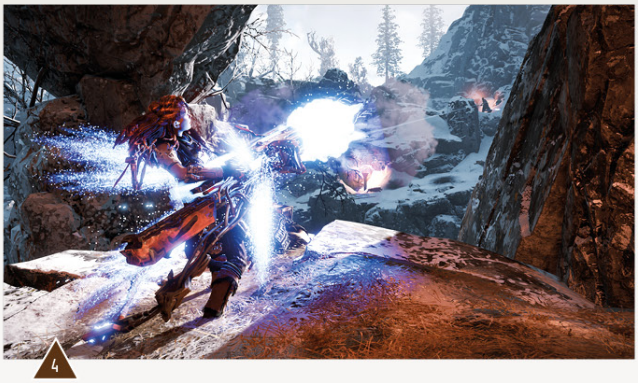
Type		Lvl.	Page
	Odund	1	255
	Odund's Marvel Outlander	1/6	245

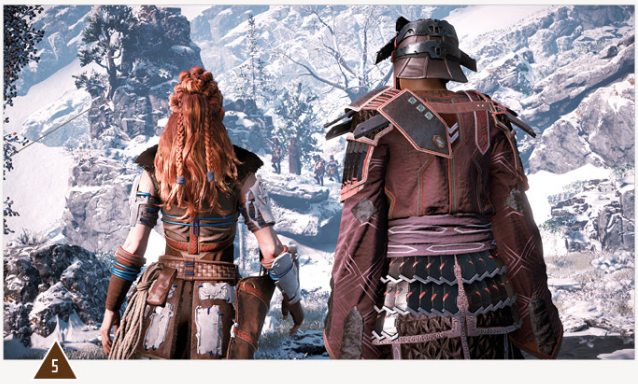
Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Hardpoint Arrow
Shadow Tripcaster	Fire Wire
Disc Launcher	

These mercenaries take a three-pronged approach to their attack, with archers staying on the other side of the ravine to the east at **Position B**, melee attackers jumping over that ravine at **Position C**, and more melee attackers coming down a slip-line at **Position D**. Try to use the Disc Launcher's shots on the melee attackers, and remember to take advantage of the large blast radius by aiming between enemies if they group up **[→▢ 4]**. Odund tends to stay way back atop the ridge on the opposite side of the area, so it's often easiest to leave him until you've cleared out his other men so that you don't get distracted while trying to aim at him.







Once you've cleared out the initial group of enemies, a prolonged wave of them will approach from the north, so you may want to setup Tripwires near the cave entrance, just in case any of them get past Uthid. The final wave of enemies will come from the east and feature both archers and melee attackers. While the melee ones are closing in, take the archers out to make things easier, and then follow Uthid again once the fighting is over **[→▢ 5]**.

16 Follow Uthid until you catch up to Bahavas, and you'll have to contend with his extremely powerful personal guard. All three members of the guard are capable of inflicting a lot of damage very quickly, so move around constantly to reposition yourself behind

Enemy Group

Type		Lvl.	Page
	Relentless Shivin	22	258
	Savage Tarav	22	258
	Merciful Yusis	22	258

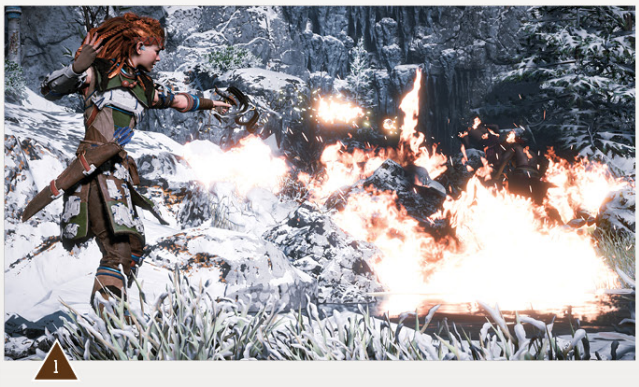
Recommended Loadout

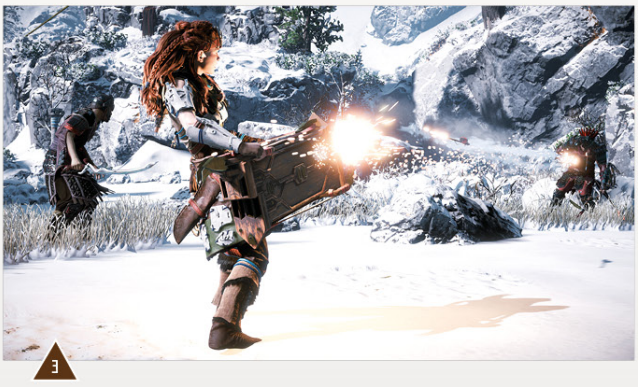
Weapon	
Shadow Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Hardpoint Arrow / Fire Arrow
Shadow Rattler	Shock Bolt / Metal Bolt
Shadow Sling	Fire Bomb

cover. Relentless Shivin will attempt to rush towards you and use melee attacks, while Savage Tarav and Merciful Yusis stay back and use ranged attacks; Tarav is armed with a Firestriker, while Merciful Yusis uses Corruption Arrows. You'll hear a warning when Tarav is about to fire, so you'll know when to evade. It's highly recommend that you use Corruption Potions during this fight to mitigate the effects of Merciful Yusis's Arrows.

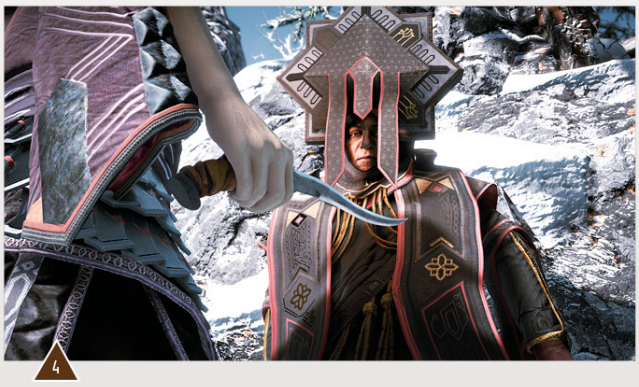
Since Tarav tends not to move around a lot, your primary goal should be to get him and Shivin close together, and then hit them both with a Fire Bomb. As long as you keep throwing bombs at them you can keep them locked down until they're both dead **[→▢ 1]**. While you're doing that, try to move around to make sure one of the large rocks is always between you and Merciful Yusis. Uthid will also usually attack Merciful Yusis if you use this tactic, which will reduce the number of arrows he'll be able to fire at you.

If you don't have Fire Bombs, use Fire Arrows to keep Tarav burning, and place some Shock Wires to stop Shivin from being able to close in. When Tarav is dead, use his Firestriker to take out the two remaining enemies **[→▢ 2/3]**. If you need to take a break to heal during the battle, retreat back to the ledge you climbed at the south of this area and drop down – the enemies will not follow you there. After the fight, follow Uthid to another ledge so he can pull you up, and then talk to Bahavas to put an end to his scheming **[→▢ 4]**.


1


3


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4

Queen's Gambit

OBJECTIVES OVERVIEW

01	Talk to Three-Toe Huadiv
02	Kill the Machine in the Pass
03	Return to Three-Toe Huadiv
04	Prepare an Ambush
05	Get to an Elevated Position
06	Kill the Cultists
07	Kill the Cultists and Machines
08	Talk to Vanasha
09	Kill the Corrupted Thunderjaw
10	Go to the Shoreline

Recomm. Lvl.	28
Prerequisites	Side Quest 'Traitor's Bounty' (P.415)
Unlocks	–
Quest Giver	Vanasha

Rewards

+9330 +1

Other –



Vanasha is helping the child king Itamen and his mother Nasadi defect from the Shadow Carja to Meridian. But their path is dangerous, and they are certain to be pursued.

01/02 The death of Bahavas opens a small window of opportunity for Vanasha to rescue Itamen and his mother Nasadi, but she needs your help to pull off her plan. Vanasha has hired a man named Huadiv to clear the escape route – meet up with him and get his report on the situation.

Enemy Group

Type	Lvl.	Page
Rockbreaker	23	208

Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Tearblast Arrow
Shadow Hunter Bow	Hardpoint Arrow
Preferred method of applying Freeze	

The meeting with Huadiv reveals that the path Vanasha wants to take is a lot more dangerous than it appeared to be; it's guarded by a Rockbreaker that has killed all of Huadiv's men. Knowing that Vanasha will soon be here with Itamen and Nasadi, it's up to you to destroy the machine.

Run down into the pass so that the Rockbreaker appears, but instead of fighting it, turn around and run back towards the meeting place and climb up the ledges in the canyon wall, so that you're on solid rock above the canyon floor.

Depending on how high you go, the only attack it can potentially reach you with is its Rock Barrage, which will be fairly easy to evade since it's the only attack you need to watch out for. Rain down Tearblast Arrows to remove some of its components, and then freeze it before laying into it with some Hardpoint Arrows to finish it off **[→▢ 05]**.



03–08 Return to Huadiv once the Rockbreaker has been defeated and wait for Vanasha to arrive with Itamen and Nasadi, after which the group will travel towards the lake. Along the way you'll detect a group of Eclipse Cultists approaching and there's just enough time to set some traps for them. The Cultists appear from the north, and if you go slightly north from where you start you'll find a very large rock near the middle of the path **[→▢ 1]**. This rock provides excellent cover from which to fight the enemies, and to make it even safer you can string tripwires either side of it to stop anything getting close to you.

Enemy Group

Type	Lvl.	Page
Cultist Dredger	6	245
Cultist Punisher	6	248
Corrupted Watcher	12	132

Recommended Loadout

Weapon	
Shadow Tripcaster	Fire Wire / Blast Wire
Shadow Hunter Bow	Hardpoint Arrow / Fire Arrow

The first group consists of three Cultists Dredgers. Wait behind the rock for the lead one to spring one of your tripwires, and then either use Fire Arrows to detonate the Blaze Canisters on the other two, or go for headshots. Shortly after they're all dead, a Cultist Punisher and two Corrupted Watchers will appear. As before, wait behind the rock undetected, so they walk into your tripwires. In their attempt to go straight after Vanasha they will often run straight past you if you're hidden behind the rock, allowing you to pick them off easily with Silent Strikes from behind.



ENCOUNTER MAP

09/10 Talk to Vanasha once the cultists have been dealt with. She initially thinks the area is now clear, but the cultists release a Corrupted Thunderjaw into the area as a final attempt to stop the rescue attempt. This machine can be extremely dangerous and you should try not to openly fight it when it first appears. Crouch down and use that same large rock for cover again, while the Thunderjaw closes in on the two Carja Spearmen that Vanasha left behind to aid you. While it's distracted, run to the north end of the canyon and take cover behind the wall at **Position A**; the Thunderjaw can't reach you here, and you can use the canyon wall to block any of its long-range attacks.

Enemy Group

Type	Lvl.	Page
Corrupted Thunderjaw	36	219
Cultist Priest	12	245

Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Tearblast Arrows
Shadow Hunter Bow	Hardpoint Arrow
Preferred method of applying Freeze	



Once you're in position, start using Tearblast Arrows to remove the Thunderjaw's Components, and then Freeze it and start damaging it with Hardpoint Arrows. If, after knocking off the Disc Launchers, you see an opening to grab them safely, doing so can greatly speed up the process of killing it. When the machine has been defeated, go down to the shoreline of the lake to meet back up with Vanasha and complete the liberation of Itamen and Nasadi.


ERRANDS

ODD GRATA

OBJECTIVES OVERVIEW

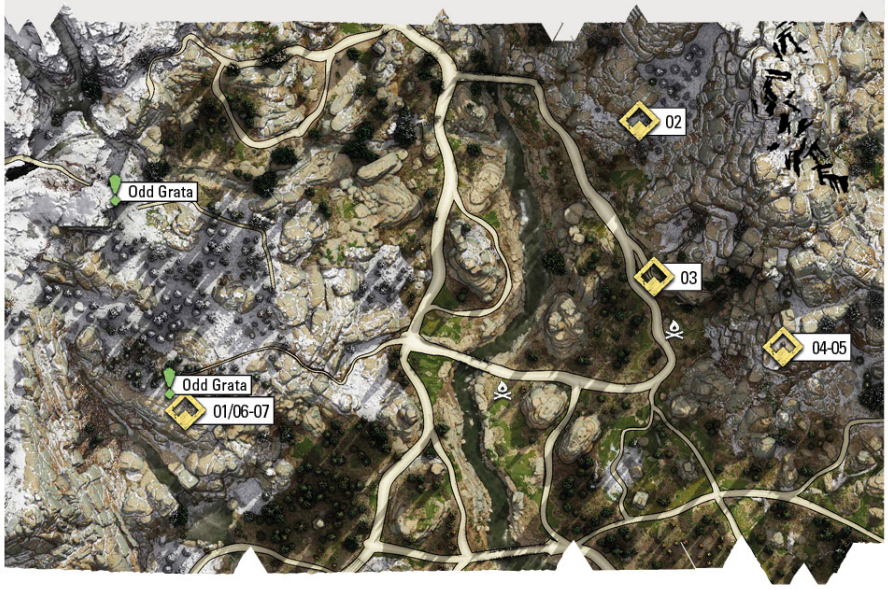
01	Talk to Grata
02	Gather Meat
03	Go to the Overlook Climb
04	Go to the Overlook
05	Recover Grata's Prayer Beads
06	Go to Grata's Camp
07	Talk to Grata

Recommended Lvl.	4
Prerequisites	–
Unlocks	–
Quest Giver	Rost / Odd Grata

Rewards

+1000 –

Other –



The old outcast Odd Grata often needs help to survive in the wilds. The trouble is, she'll only speak when praying to the goddess All-Mother, so understanding what she wants isn't easy.

01/02 If you acquired this quest from talking to Rost, you'll need to make your way down through the mountains to Grata's camp and talk to her. While you're travelling there you may want to kill any Wildlife you come across and loot their carcasses, because it will save you some time in the long run. Grata, in her own special way lets you know that she has run out of meat and needs more, and that she lost her prayer beads. Although Rabbit is specifically mentioned, any type of meat from any Wildlife will do, so kill anything that you come across until you have the five that you require.

Wildlife can be difficult to spot in the thick woodland brush, so remember that you can activate your Focus and use it to get a better view of the area – Tag any Wildlife you see to make them easier to track. The easiest way to kill most Wildlife is to simply sprint up behind it and use an R2 with your Spear; you sprint faster than Wildlife can run, so you'll always catch them in the end. Getting into the habit of killing Wildlife will pay off in the long run, because the different meats, skins, and bones are used in many crafting recipes.

03-07 Once you have all the meat that Grata requires, you can turn your attention to recovering her prayer beads – this means going to the start of the climb up to the overlook. The Brave Trail leading up to the overlook starts off simple enough with some stairs, but after jumping across a gap you'll soon have to start making use of the bright yellow handholds and well-worn ledges to make your way up the side of the cliff. When you reach the top, jump onto the Slip-Line, slide down to the overlook and pick up Grata's prayer beads from the wooden bench they're sitting on **[→▢ 1]**. Now that you have everything she needs, use the nearby Rappel Point to get back down quickly, and then return to Grata's camp and talk to her to hand over the items.



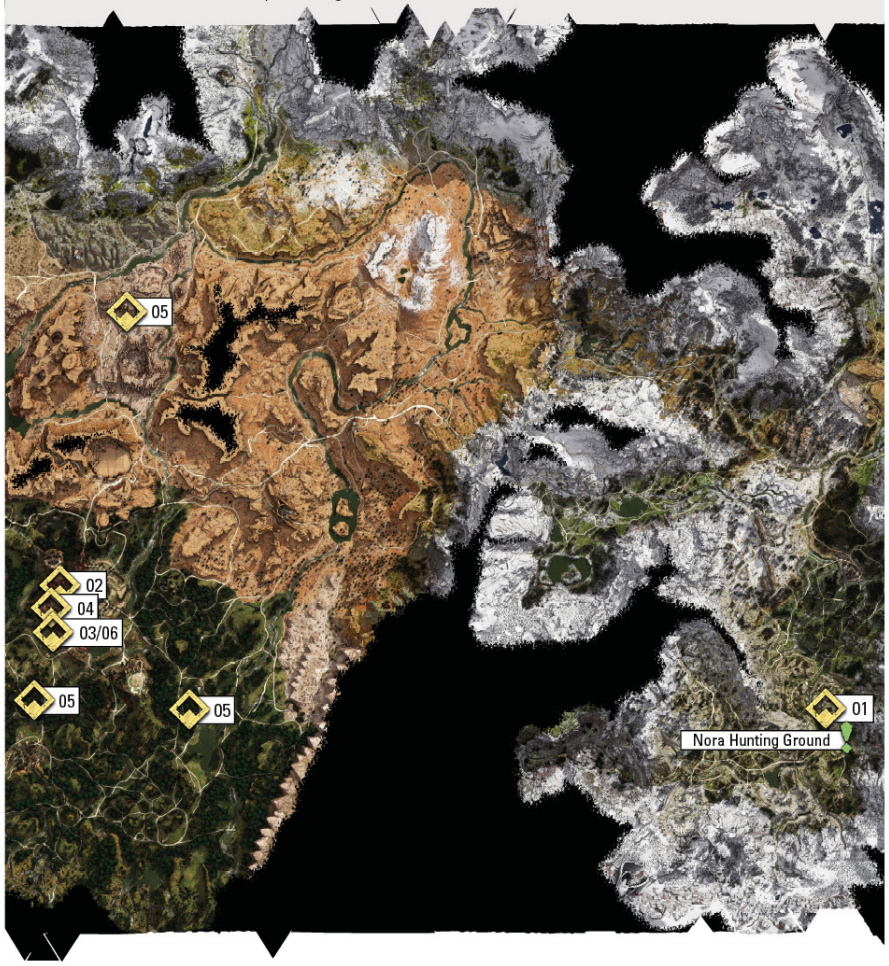
HUNTING FOR THE LODGE

Recommended Lvl.	16
Prerequisites	–
Unlocks	Side Quest 'Hunters' Blind'
Quest Giver	Any Hunting Ground

Rewards

+5330 –

Other +1 Remarkable Reward Box



OBJECTIVES OVERVIEW

01	Complete 3 Trials
02	Talk to Ligan
03	Talk to Ahsis
04	Talk to Talanah
05	Gather the Machine Trophies
06	Deliver the Trophies to Ahsis

To prove herself to the Hunters' Lodge, Aloy must complete a number of machine hunts.

01 Shortly after leaving The Embrace you'll encounter a man named Cren hobbling across a bridge. If you talk to him he'll tell you of the Nora Hunting Ground atop a nearby hill. Go to the top of that hill and you'll be able to talk to the Keeper of the ground and acquire this quest. You can also get it by talking to the Keeper at any other Hunting Ground – this is just your earliest opportunity.

For the first part of the quest you must prove yourself worthy of joining the lodge by acquiring three medals in total from any trials at any of the Hunting Grounds. Any rank of medal will do (even the bottom rank Half Sun medals), and it's worth trying to get them by the time you reach Meridian so that you can continue with this quest straight away **[→▢ 2]**.



02–06 Once you have the requisite number of medals, go into the Hunters' Lodge in Meridian and you'll automatically start up a conversation with one of its members, a man named Ligan. To officially join the lodge you need to find a senior member to sponsor

Enemy Group

Type	Lvl.	Page
Sawtooth	15	167
Ravager	20	197
Stalker	18	182

you. To begin that process, go up the stairs and talk to Ahsis, the current leader of the Hunters' Lodge **[→▢ 1]**. Ahsis is not thrilled at the prospect of anyone non-Carja joining the lodge, but he begrudgingly offers Talanah as a potential sponsor and you'll find her at the bottom of the stairs.

Talanah wants you to kill a number of machines and loot trophies from their carcasses to prove your skill as a hunter to both her and Ahsis. You'll need to get trophies from three Sawtooths, two Ravagers and a Stalker and you can either visit any machine site of your preference, or use the recommended ones. The two Sawtooth sites that are recommended provide enough machines to get all of the required trophies, and if you run between the two of them you'll pass through Stalker territory and can get that trophy as well, without having to go to a different site.

If you're having trouble locating a Stalker, you can always find one at the Spurflints Hunting Ground **[→▢ 2]**. Both recommended Ravager sites are home to a pair of the machines, so it's down to personal preference which one you use. Deliver the trophies back to Ahsis once you have them to start the next phase of your journey towards acceptance into the Lodge.



Trophy Note
You'll need to complete many trials to prove yourself to the Hunters Lodge, but after doing so, Talanah will join you for the Main Quest 'The Looming Shadow', and count towards the 'All possible allies joined' Trophy.

SANCTUARY

OBJECTIVES OVERVIEW

01	Find the Missing Braves in Devil's Thirst
02	Investigate the Area
03	Follow the Tracks
04	Kill the Sawtooths
05	Explore the Ruin
06	Return to Den



Den's fellow braves strayed into the forbidden ruins of Devil's Thirst. As a Seeker, Aloy could look for them without breaking Nora taboo.

01–03 In the Settlement of Mother's Crown, you'll find a man named Den who was part of a hunting party that went looking for the killers from The Proving. During the chaos of a nighttime battle, the rest of his group strayed too close to Devil's Thirst and got lost in the ruins; not wanting to become an outcast, Den returned to the settlement, but he needs help finding his missing friends. Go to the last known location of the Braves and scan the area with your Focus to reveal the carcass of a Watcher filled with arrows. Examine the carcass and you'll discover signs of a battle, and if you activate your Focus again you can highlight a set of tracks leading off to the west **[→▢ 3]**.



Recommended Lvl.	10	Rewards	
Prerequisites	–	+5000	–
Unlocks	–		
Quest Giver	Den	Other	+1 Remarkable Reward Box



ENCOUNTER MAP

04-06 The tracks lead you to a set of ruins where the missing Braves have been forced to hole up on an upper floor, while a pair of Sawtooths circle below them. You need to kill both Sawtooths before you can rescue the Braves, and if you're attempting this quest early in the game, the safest approach is to circle around the ruins and enter the small room at **Position A**. Both of the openings into this room are too small for the Sawtooths to pass through, and as long as you stay near the back wall, none of their attacks can reach you.

Enemy Group

Type	Lvl.	Page
Sawtooth	15	167

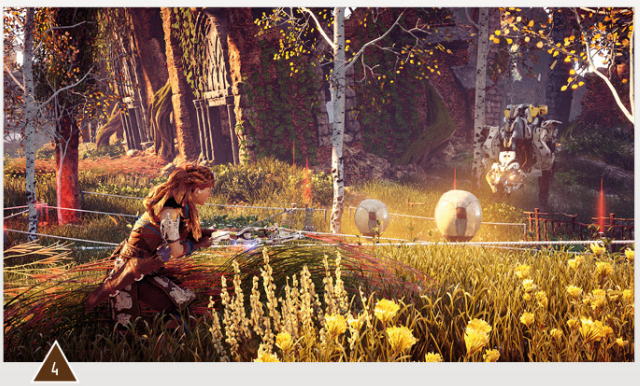
Recommended Loadout

Weapon	
Carja Hunter Bow	Fire Arrow / Hunter Arrow
Carja Sling	Freeze Bomb
Carja Tripcaster	Shock Wire / Blast Wire



From the safety of this location you can easily Freeze the Sawtooths, and then use Hunter Arrows to kill them, or line the area just outside the room with tripwires to damage them when they get close. If you have progressed further into the game and completed Cauldron SIGMA already, you may want to enter the tall grass at **Position B** and use Lure Call to bring one of the Sawtooth close to you so that you can Override it. The Overridden Sawtooth will easily destroy the other one, leaving you with only one Sawtooth to contend with instead of two – the remaining one can be handled by laying traps near the tall grass and using Lure Call to lure it into them **[→▢ 4]**.

When both Sawtooths have been destroyed, activate your Focus and use it to scan the eastern end of the ruin, where you'll find a set of belongings to examine. The Nora braves will emerge from their hiding spot above you and let you know that they'll make their own way back to the Settlement to avoid drawing any attention. Finally, you'll need to return to Mother's Crown and speak with Den to let him know that his friends are safe, and that nobody will find out about their adventure into forbidden areas.



LUCK OF THE HUNT

OBJECTIVES OVERVIEW

01 Gather 4 Boar Skins
02 Find Taim's Ring
03 Investigate the Area
04 Examine the Boar Carcass
05 Return to Taim

Recommended Lvl.	10	**Rewards**	
Prerequisites	–	+1670	–
Unlocks	–		
Quest Giver	Taim	**Other**	+1 Generous Reward Box



A hunter at Mother's Crown asked Aloy to assist with gathering boar skins, and to find the heirloom he lost when fleeing a Sawtooth.

Enemy Group

Type	Lvl.	Page
Sawtooth	15	167

Recommended Loadout

Weapon	
Carja Hunter Bow	Fire Arrow / Hunter Arrow
Carja Sling	Freeze Bomb
Carja Tripcaster	Shock Wire / Blast Wire

01 In Mother's Crown you can meet a hunter named Taim, who tells you that he's lost his lucky hunting ring after an encounter with a fearsome machine. He also says that the village is in dire need of Boar Skins and asks that you procure four of them, and adds a personal request that you find his lost ring. There's good Boar hunting in the woods to the east of Mother's Crown according to Taim, and since that's near where he was hunting when he lost his ring, it's also a good place to begin your search.

The woods are indeed teeming with Boars and many other forms of wildlife, but they are also full of Watchers and Grazers, so you'll need to keep your wits about you. Keep scanning the area around you using the Focus; getting into a large battle with a group of machines will scare away all of the wildlife, so it should be avoided if possible. If you only want the skins from the Boar and nothing else, just look for the blue loot indicator after a kill – any other color and there's no chance of a skin. Should you happen to have enough Boar Skins on you when you first talk with Taim, you'll have the option to just hand them straight over to him without having to gather more.

While fighting the Sawtooth is not required, sometimes its patrol route will keep taking it close to the boars you're after, so killing it will work out faster than constantly sneaking past it in the long run. To start the fight, use the abundance of tall grass in the area to safely line up a shot on the Sawtooth's Blaze Canister with a Fire Arrow. If done correctly, you can take off a large portion of its health without being detected, and then you can use Lure Call to bring it towards you and Silent Strike it.

02–05 When you've gathered enough Boar Skins, start your investigation for Taim's ring on the western side of the river. Activate your Focus while in the search area and you'll find a set of tracks leading behind a small rock along the riverbank, behind which you'll find the remains of a dead Boar that appears to have choked on something. Loot the carcass of the Boar to recover Taim's ring, and then take it and the Boar Skins back to him at his new location just north of Mother's Crown.

SHORTAGE OF SUPPLIES

The returned War-Chief Sona needs assistance with bolstering the Nora defenses.

01–03 After completing the 'Revenge of the Nora' quest, Sona will relocate to Mother's Crown, and if you go there and speak with her, you'll be able to pick up this quest. The Settlement needs to be reinforced and resupplied. Lancehorn parts would be ideal for the job, so she asks that you acquire one Lancehorn Lens and nine Chillwaters. In addition, some signal arrows need to be delivered to a remote watchtower to ensure it is well stocked in case of an enemy incursion. If you already have the parts, that objective will complete automatically; otherwise, there is a Lancehorn site on the way to the watchtower that you can use to hunt for them.

Enemy Group

Type	Lvl.	Page
Lancehorn	13	145

Recommended Loadout

Weapon	
Carja Sharpshot Bow	Tearblast Arrow
Carja War Bow	Freeze Arrow
Carja Hunter Bow	Hunter Arrow

Since you need to acquire a Lens from one of the Lancehorns, it's better to kill them rather than just knock the Canisters off for the Chillwater, but if you do want to go that route, Tearblast Arrows are an excellent choice. The Freeze Arrows on the Carja War Bow can also be used to detonate one of those canisters, freezing anything caught in the blast radius. If you come across a group of Lancehorns together, it can be worth sacrificing one canister to weaken them all and make the group easier to kill **[→▢ 1]**. A safer option is to hide in a patch of tall grass and use Lure Call to bring Lancehorns to you one at a time for Silent Strike kills.


1

OBJECTIVES OVERVIEW

01 Gather Lancehorn Parts
02 Deliver the Signal Arrows to Orn
03 Find Sona

Recommended Lvl.	10
Prerequisites	Main Quest 'Revenge of the Nora'
Unlocks	–
Quest Giver	Sona

Rewards

+1670 –

Other +1 Generous Reward Box



Once you have everything you need from the Lancehorns, continue south towards the watchtower until you see a Slip-Line coming down from the mountain. If you go towards the cliffs just north of that Slip-Line you'll find a Brave Trail that you can climb up to reach Orn at his post **[→▢ 1]**. After delivering the signal arrows, return to Mother's Crown. Climb the Brave Trail at the north end of the Settlement to reach the watchtower that Sona is now standing in; talk to her to let her know you've completed the delivery as requested.



TO OLD ACQUAINTANCE

OBJECTIVES OVERVIEW

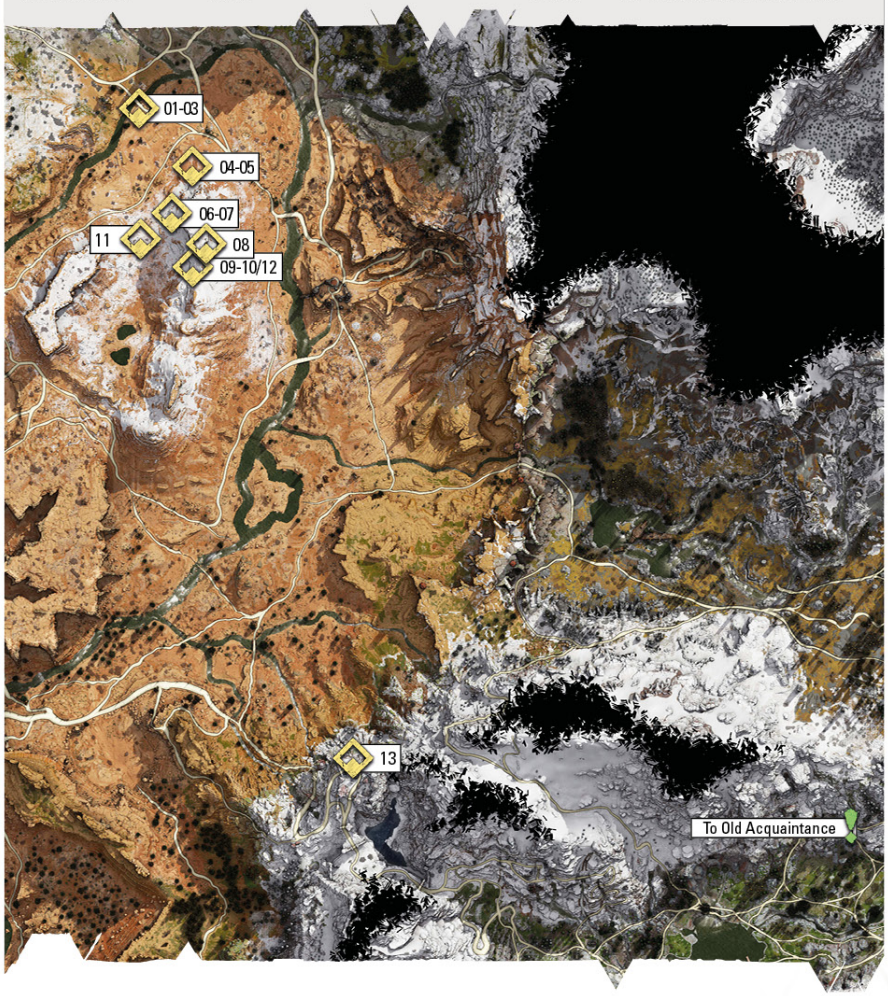
01	Go to the Bridge near the Glarebreak
02	Search for Tracks
03	Follow the Cart Tracks
04	Investigate the Area
05	Follow the Blood Trail
06	Investigate the Area
07	Follow the Trail of Objects
08	Investigate the Area
09	Find Kendert
10	Talk to Kendert
11	Recover Scrappersap Bottles
12	Deliver the Scrappersap to Kendert
13	Return to Gera

Recommended Lvl.	15
Prerequisites	Main Quest 'A Seeker at the Gates'
Unlocks	–
Quest Giver	Gera

Rewards

+2500 –

Other +1 Generous Reward Box



The Oseram Alewife Gera seeks news about her husband, who went missing on his way to Hunter's Gathering.

01-03 After opening the gate at Daytower at the end of the Main Quest 'A Seeker at the Gates', travelers could move into the Nora lands from Carja side again, and with them came information. Gera heard that her husband was at Daytower looking for her, but since

then he's not been seen. Some traders last saw him near a bridge in an area known as the Glarebreak, so she asks that you investigate the area and try to find out what happened to her husband.

When you reach the bridge, Gera's husband is nowhere to be seen. If you activate your Focus you'll find a set of tracks left behind by a man traveling southeast with a cart; there's a good chance that he's the man you're looking for, so follow the tracks to his destination **[→▢ 2]**.



04/05 Be very careful while following the tracks, because this area is populated with a large number of very dangerous machines, and any fight you get into can quickly escalate out of control. The tracks will eventually veer violently off the path and lead you to an area where there are clear signs of a struggle – investigate using your Focus. Not far from a large cactus there is a basket of goods on the ground that you can scan and examine to revel a blood trail leading away from the area; use your Focus again to highlight the blood trail, and then start following it.

06/07 The trail of blood dries up shortly after entering the Glarebreak, but not before taking you to another investigation area; use your Focus to find a Travel Chest near the base of a ledge that you can examine **[→▢ 3]**. The Travel Chest marks the start of a trail of debris that has fallen off the cart as its owner hurriedly made his way through the area. There are no tracks for you to follow, but you can periodically activate your Focus and use it to find the next object to ensure that you remain on the trail.



08–13 This part of the Glarebreak is home to a very large herd of Tramplers, so try to remain crouched and as far away from them as possible while you follow the items. At the end of the item trail you'll find a large barrel sitting atop a ledge, and if you examine it, the clues will reveal that it rolled downhill, so continue your search up the hill to the east. Kendert, Gera's husband, has made himself quite at home and set up a small camp while he contemplates how to recover some of the goods that are now scattered amongst the Tramplers below.

Enemy Group

Type	Lvl.	Page
Trampler	15	162

Recommended Loadout

Weapon	
Carja Sharpshot Bow	Tearblast Arrow
Carja War Bow	Shock Arrow

While it is possible to gather the five bottles of Scrappersap stealthily by using the tall grass for cover and rocks to distract the Tramplers, it's much simpler and faster to just kill them first. The best way to take out the herd is to use their own Components against them by destroying the Processing Unit on every Trampler. This is best accomplished with two Tearblast Arrows. Kendert's camp gives you an excellent vantage point over the basin, so hitting them is quite straightforward. Your elevated position means you're totally safe, since they cannot hit you.

The herd naturally tends to group up once you start attacking them, which means that you'll be able to damage more and more them with the explosions from each Processing Unit, and keep them all burning. When they've all been killed, use your Focus to find the missing bottles, and then return them to Kendert so that he may continue on his journey. Make your way down to Daytower now and speak with Gera to let her know that her husband is safe.

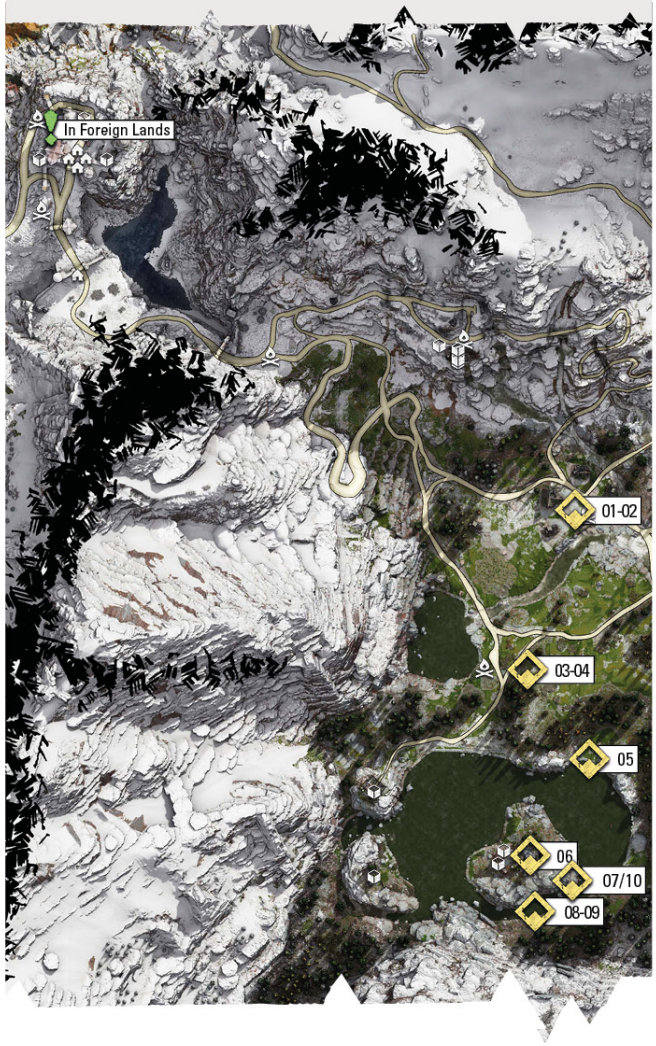
If you return to Hunter's Gathering after completing the quest you'll be able to speak with Gera and her husband after their joyful reunion.

In Foreign Lands

Objectives Overview

01	Investigate the Forsaken Village
02	Follow the Tracks
03	Investigate the Area
04	Follow the Tracks
05	Investigate the Area
06	Find Lakhir on the Island
07	Talk to Lakhir
08	Kill the Snapmaw
09	Recover Lakhir's Bow
10	Return to Lakhir

Recommended Lvl.	15	**Rewards**	
Prerequisites	–	+3750	–
Unlocks	–		
Quest Giver	Balahn	**Other**	–



Balahn, the captain at Daytower, needs assistance searching the valley for a missing Carja patrol.

01/02 You'll find Balahn standing at the top of a cliff looking out over the canyon to the west **[→▭ 1]**. If you talk to him, you'll be able to enquire about a favor that he'd like your help with. Balahn sent patrols of men into Nora territory to the east after rumors of Corrupted machines began coming from there. When those reports were confirmed, however, he closed the gates to the fort and left men trapped outside.

Walid, one of the patrol members that was sent back to report in, tells you that his group was attacked and he had to leave them behind; because the situation between the Nora and Carja is still so delicate, Balahn would rather not send more men to go and look for the missing patrol group, so he asks that you go in their stead. The Carja patrol was attacked at the Forsaken Village, which is also the site of a Corrupted Zone. Clearing the Corrupted Zone first (if you haven't already done so) will make your investigation much easier.

Make your way to the cooking area in the center of the village, near the Campfire, and you'll see the body of a Carja soldier close to a wooden bench. Examine the body and you'll find evidence that the rest of the Carja patrol group must have retreated, so activate your Focus and highlight the tracks leading south towards the river **[→▭ 2]**.




2


3


4


5

03/04 Shortly after crossing the river you'll lose the tracks and have to investigate the area for clues; activate your Focus and look along the main path to find the helmet of a Carja soldier **[→▢ 3]**. A quick examination of the helmet will reveal that its owner lost it while running from something, so use your Focus again to highlight a fresh set of tracks that you can follow south to the lake.

05–10 Use your Focus to investigate the lakeshore when you reach it, and you'll find a pool of blood to examine **[→▢ 4]**. It appears as if a machine dragged something, or someone, into the water, but perhaps they made it onto the island in the middle of the lake somehow. Swim across to the island, and then activate your Focus again to find a set of tracks that you can follow around to the south side.

Enemy Group

Type	Lvl.	Page
Snapmaw	20	203

Recommended Loadout

Weapon	
Shadow Hunter Bow	Fire Arrow

A delirious Lakhir babbling from prolonged exposure and dehydration can be heard singing as you approach his position. Talk to him and he'll tell you that he cannot return to the camp without his weapon, which was eaten by the Snapmaw that had attacked the unit. Your only course of action now is to destroy the beast yourself and retrieve the bow, so that Lakhir may return with his honor intact.

The target Snapmaw usually swims counterclockwise around the island – picking the right place to launch your attack on it is very important. On the western side of the island there are three more Snapmaws, and you want to avoid dragging them into the battle. Wait on the ledge close to Lakhir, and when the Snapmaw you're after swims through the narrow channel to the south of the island, commence your attack.

Because you have an elevated position on this ledge it's very easy to get clear shots at the Snapmaw's Blaze Canisters with Fire Arrows; detonating them one at a time and allowing the full burn duration on both is a very effective way of killing the machine while remaining relatively safe **[→▢ 5]**. Once the machine is dead, recover Lakhir's Bow and return it to him, so that he can make the journey back to the fort.

Demand and Supply

Objectives Overview

01 Gather the Machine Parts

02 Return to the Traders

Recommended Lvl.	15
Prerequisites	–
Unlocks	–
Quest Giver	Smiling Ranin & Lorund

Rewards

+2500 –

Other +1 Generous Reward Box / +1 Remarkable Reward Box



Two arguing metal-buyers in Meridian Village will pay a reward for rare machine parts.

01–02 Lorund and Smiling Ranin, two local metal-buyers in Meridian Village, can't decide which type of materials they want to use for their wares: the functional Snapmaw Lens, or the more decorative Longleg Lens **[→▭ 1]**. Unable to settle their dispute, they each ask that you acquire the Lens type that they want, and you can complete this quest by delivering either one of the Lenses on their own, or the two together. Each variation will result in different dialogue from the metal-buyers. Using a single Lens will only get you a Generous Reward Box, whereas handing over both will get you a Remarkable one.


1


2

Enemy Group

Type		Lvl.	Page
	Snapmaw	20	203
	Longleg	13	156

If you already have the requested Lenses then you'll automatically get the option to hand them over. Otherwise, recommended locations to hunt the machines will be displayed on your map **[→▭ 2]**. Since you're already close to Meridian, buying the parts from the Machine Resources Specialty Merchant is also an option if you have a lot of Metal Shards, with the Longleg Lens costing 320, and the Snapmaw Lens 330.

Deadliest Game

Recommended Lvl.	18
Prerequisites	Side Quest 'Hunter's Blind'
Unlocks	Side Quest 'Redmaw'
Quest Giver	Talanah

Rewards

+6000 –

Other +1 Extraordinary Reward Box

OBJECTIVES OVERVIEW

01 Talk to Talanah
02 Gather the Machine Trophies
03 Deliver the Trophies to Ahsis
04 Talk to Ligan



Talanah instructed Aloy to improve her standing in the Lodge by bringing back Thunderjaw and Stormbird trophies.



01–04 Upon completion of the Side Quest 'Hunter's Blind' you'll acquire this quest and have to talk Talanah, who will be already be standing nearby. Now that you're a full-fledged member of the Lodge, you need to improve your reputation within it by hunting even deadlier game and returning with their trophies. This time you'll be tasked with acquiring trophies from a Thunderjaw and a Stormbird, and the nearest hunting locations for both will be marked on your map. The Thunderjaw location is ideal, because there are no other especially dangerous machines around, and you'll often find Carja Soldiers on patrol that can provide some assistance **[→▭ 3]**. Alternatively, the Sun Furrows Hunting Ground is a good option, because you can use the Cannon from one of the Ravagers there to easily kill the Thunderjaw.

For the Stormbird, however, the situation is quite the opposite. There are numerous dangerous machine sites around the Stormbird's location, and a large body of water, which will severely hamper your ability to evade attacks. A better option is to take on the Stormbird at the site just northwest of Daytower, because that area is relatively open and clear of other machines. When you return to the Lodge to deliver the trophies to Ahsis you'll find that he's not there, so go back down the stairs and talk to Ligan to find out what's going on and complete the quest.

Enemy Group

Type		Lvl.	Page
	Thunderjaw	27	219
	Stormbird	27	226

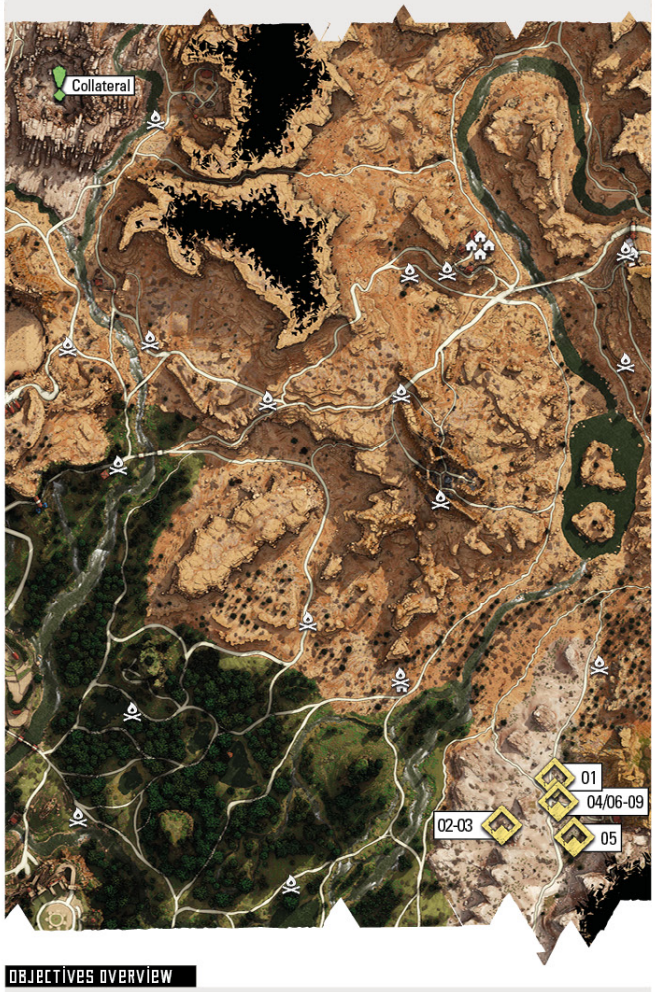
COLLATERAL

Recommended Lvl.	20
Prerequisites	Main Quest 'The City of the Sun'
Unlocks	–
Quest Giver	Olin

Rewards

+5000 –

Other –



OBJECTIVES OVERVIEW

01	Go to the Spurflints
02	Talk to Olin
03	Follow Olin
04	Explore the Spurflints
05	Talk to Olin
06	Investigate the Farmstead
07	Recover the Cellar Key
08	Unlock the Cellar Doors
09	Talk to Olin and Enasha



1

Olin begged Aloy not for his life, but for the life of his family, held captive by the Eclipse as leverage.

01–05 At the end of the Main Quest 'The City of the Sun' Olin will ask that regardless of what you do to him, you rescue his innocent family from their Eclipse captors **[→▢ 1]**. The family is currently being held in a farmstead near the Spurflints, so travel there to start looking for them. When you arrive at the Spurflints you'll have the option to talk with Olin (if he's still alive) behind a large rocky outcropping, after which he'll lead you to a place close to where his family is being held **[→▢ 2]**.

Olin has been staking out the farmstead and managed to obtain a lot of valuable information that he'll gladly offer up if you talk to him again. He lets you know that there are no machines inside, only a large number of heavily-armed Cultists. Your best options for approach are either a direct assault, flanking around to the side, or taking a high approach along the ridgeline. You also get the choice of whether or not to bring Olin with you.



2

ENCOUNTER MAP

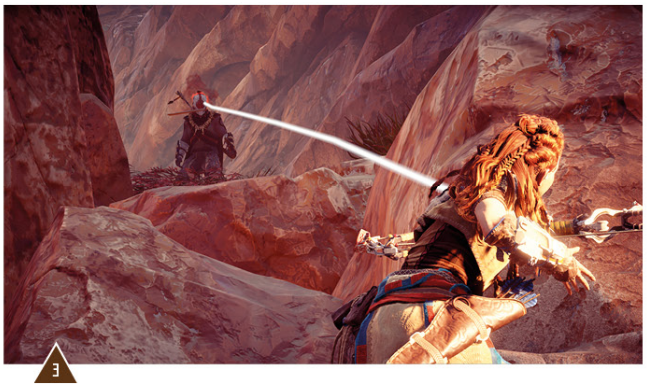
06-09 The ridgeline offers you the best tactical approach, with its superior sightlines and elevated position. Jump up the nearby rocks and walk

Enemy Group

Type		Lvl.	Page
	Cultist Thug	6	248
	Cultist Sniper	6	248
	Cultist Dredger	6	245
	Cultist Punisher	4	248
	Cultist Heavy	15	251

Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Fire Arrow





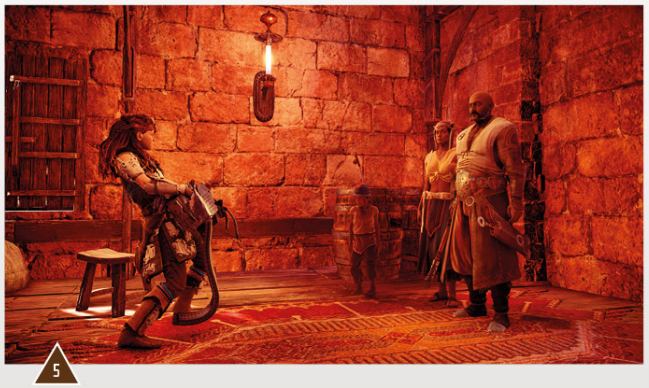
along the ridge until you get to **Position A**. From there, use a Precision Arrow to headshot the Cultist that's standing watch on the farmstead wall at **Position B**. Follow the ridge along quietly while facing east and a second Cultist will soon come into view; take him out with a headshot **[→▢ 3]**.



Jump up to where the previousv Cultist was located and make your way to the tall grass ahead, while remaining crouched so the other Cultists don't see you. From here you'll be able to see the rest of the enemies in the area and can plan your next move. One option is to wait until the patrolling Dredgers are near other enemies, and then use Fire Arrows to detonate their Blaze Canisters, killing any enemies caught in the blast.

Alternatively, you can use headshots to pick them all off one at a time, starting with those nearest the large building, so that you don't alert the other Cultists. If you're going for a headshot kill on the Heavy at **Position C**, it's worth using a Double or Triple Shot to guarantee the kill. Take out the Heavy first, and you could also use the Deathbringer Gun he drops to quickly dispatch the other enemies **[→▢ 4]**.

Olin's family is being held in the cellar of the large building, and not only was that door being guarded by the Heavy, but it is also locked; you'll need to retrieve the key from the corpse of the Cultist Punisher that was patrolling near the small outhouse north of the main building. Once you have the key, unlock the cellar door and speak with his family inside to complete the rescue **[→▢ 5]**.



Healer's Oath

Recommended Lvl.	22
Prerequisites	–
Unlocks	–
Quest Giver	Abas

Rewards

+5500 –

Other –



Objectives Overview

01	Talk to Ghaliv
02	Find the Entrance to the Valley of Omens
03	Kill the Thunderjaw
04	Gather a Thunderjaw Heart
05	Talk to Ghaliv
06	Talk to Abas

Aloy offered to find a healer to tend to a young Shadow Carja refugee.

01–06 Abas' sister is desperately ill, and the only doctor in the area has no interest in actually helping people. Such an injustice cannot be allowed to stand,

Enemy Group

Type	Lvl.	Page
Thunderjaw	27	219

Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Tearblast Arrow
Shadow Hunter Bow	Hardpoint Arrow
Shadow Sling	Freeze Bomb
Shadow Rattler	Metal Bolt

so pay the good doctor a visit at the Blazon Arch settlement to the south. The only way the healer will help is if you acquire a Thunderjaw heart for him, so that he can pay off his debts. If you're lucky enough to have a Thunderjaw Heart already, you can skip straight to the end of the quest, otherwise you'll need to go out and hunt a Thunderjaw for its Heart.

While you can go off and hunt Thunderjaws in any location where they appear, Ghaliv knows of a notorious Thunderjaw that occupies a valley to the northwest, and since that one is guaranteed to drop a Heart, it's the easiest option. There are a lot of narrow areas in the valley that the Thunderjaw prowls, so you can make the fight much safer by running into those areas where it can't follow **[→▢ 1]**. After you've killed the Thunderjaw, loot the carcass to acquire the Heart, and then go back to the tent city where Ghaliv is now waiting, and tell him that you have what he wants. Talk to Abas one last time to let him know that you've secured the services of the healer, and that his sister is going to be alright.



SUN'S JUDGEMENT

OBJECTIVES OVERVIEW

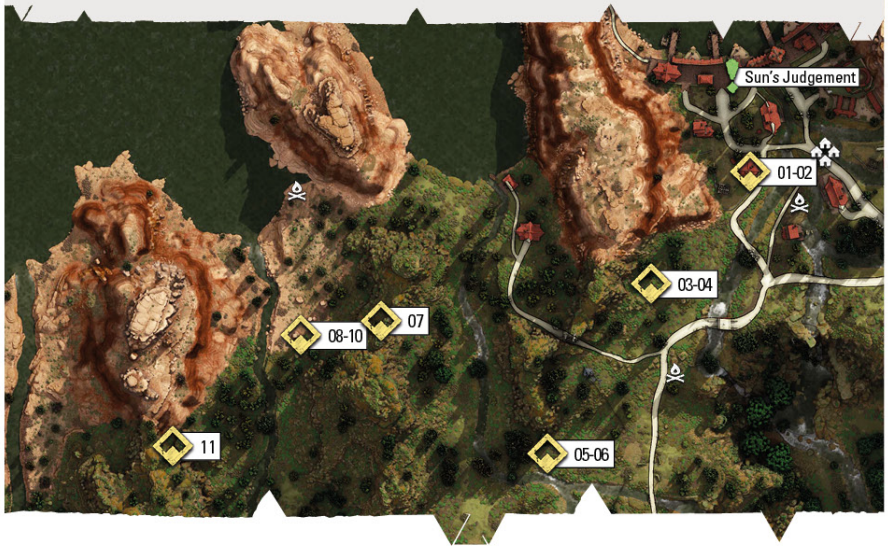
01	Investigate the Storehouse
02	Follow the Tracks
03	Investigate the Area
04	Follow the Fruit Trail
05	Investigate the Area
06	Follow the Tracks
07	Climb the Rocks
08	Kill the Glinthawks
09	Investigate the Area
10	Follow the Blood Trail
11	Talk to the Thief

Recommended Lvl.	15
Prerequisites	–
Unlocks	–
Quest Giver	Gulahni

Rewards

+2500 –

Other –



The owner of a food stall in Brightmarket seeks aid in tracking down a persistent thief.

01–04 Someone has been stealing produce from Gulahni during the night, and being an expert tracker, it's up to you to help find the thief. Begin your search by going to the storehouse and using your Focus to look for any signs of a recent disturbance. Two barrels that are used for storing fruit have been knocked over, and if you examine them you'll discover a set of tracks leading away. Use your Focus again to highlight the tracks and follow them to a pile of fruit that's been dropped by the thief. The tracks stop at the pile of fruit, but thankfully the clumsy thief continued to drop fruit as he made his escape, leaving a trail of it that you can follow. The fruit can be quite difficult to see among the dense foliage, so it's worth periodically using your Focus to find it, just to ensure that you keep heading in the right direction.



05–11 The fruit trail leads you southwest to a copse of trees, where you'll find a large pile of stolen fruit; examine the fruit to discover footprints that you can follow up to the top of a hill, and from there you'll spot the thief hiding from three Glinthawks. The Glinthawks will turn and attack you straight away, and since there's not a lot of room to move around on the top of this hill, use the nearby Slip-Line to get down to more open ground **[→▢ 2]**.

Enemy Group

Type	Lvl.	Page
Glinthawk	18	188

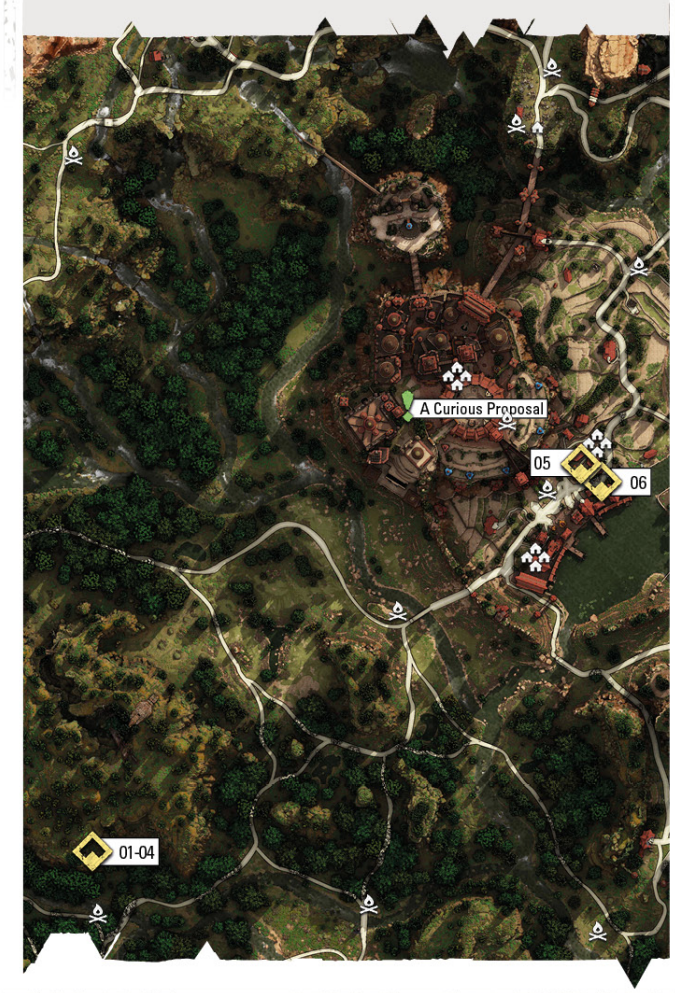
Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Tearblast Arrow
Shadow Hunter Bow	Hardpoint Arrow
Shadow Ropecaster	Tie Rope Heavy

The thief will run off during the fight, so once you've killed the Glinthawks, activate your Focus and use it to find the blood trail he left behind when he ran. The blood trail leads you southwest to a narrow pass that the thief has been living in, so once you find him, talk to him to confront him about his actions and put him on a more honest path.

A Curious Proposal

Recommended Lvl.	15	Rewards	
Prerequisites	–	+2500	–
Unlocks	–		
Quest Giver	Fernund	Other	+1 Generous Reward Box





OBJECTIVES OVERVIEW

01	Go to Dusk Mesa
02	Search Dusk Mesa for the Relic
03	Recover the Relic
04	Survive the Ambush
05	Find Fernund at Meridian Village
06	Talk to Fernund

Fernund, a shady opportunist, told Aloy of an ancient relic cached at Dusk Mesa.

01–06 Fernund claims to have discovered a relic of the Old Ones and, unable to reach it himself, he asks that you retrieve it and split the profit from the sale with him. He claims the relic can be found on a rise at the south side of Dusk Mesa, so when you reach that area, activate your Focus and scan the cliff to reveal the location of an Oseram chest. There are a lot of handholds around the area that you can use, but the fastest way up there is to start in the corner to the west of the chest.

Enemy Group

Type	Lvl.	Page
Outlander Bow Warrior	14	248

Recommended Loadout

Weapon	
Shadow Sharpshot Bow	Precision Arrow
Shadow Sling	Fire Bomb

Examine the chest once you reach the ledge it's on. After discovering that it's empty, Fernund will turn up with a group of mercenaries and demand that you hand over your spear. Fernund leaves, and you then have the option to either kill the remaining ambushers or flee. If you choose to fight, the first group of three mercenaries will usually be right below you at the base of the cliff, so either use Precision Arrows to headshot them or throw Fire Bombs down to kill them quickly **[→▢ 1]**.

A second group of three will then come running in from the south; handle them in the same manner, and then you'll need to track Fernund down in Meridian Village. When you first spot him between a group of buildings, he'll go running around the back of one of them and up some stairs so you'll have to give chase. Talk to him once you've caught up, and make sure he and everyone else knows that attempting such ambushes is not good for their health.

Hammer and Steel



Recommended Lvl.	20
Prerequisites	Main Quest 'The City of the Sun' and Side Quest 'Heap of Trouble'
Unlocks	–
Quest Giver	Kaeluf

Rewards

+5000 –

Other –

OBJECTIVES OVERVIEW

- 01 Talk to Petra
- 02 Find the Hunters
- 03 Talk to the Hunters
- 04 Search for the Convoy's Tracks
- 05 Follow the Convoy's Tracks
- 06 Gather Behemoth Cables
- 07 Talk to the Hunters
- 08 Deliver the Behemoth Cables to Petra

Two hunters from the Free Heap have gone astray tracking a Behemoth convoy. Aloy is asked to find the hunters and their prey.

01–03 The Settlement of Free Heap once again needs your aid, and if you talk to a man named Kaeluf, he'll inform you that a pair of hunters went out to attack a herd of Behemoths for some much-needed materials.

Nobody has seen them in some time, however, so it's up to you to find out what happened to them. Before going after the hunters you can go and talk to Petra to let her know what's going – she'll have some choice words to say about Kaeluf.

The hunters were meant to watch for the herd near a large stone arch, so begin your search there. It seems that they managed to reach their lookout point without incident, but Jorgriz is nowhere near the tracker that Kaeluf is, so they lost track of the herd, leaving it up to you to find it. You'll have the option to either bring them with you or go on your own, and it's recommended that you opt to work together, if only for the additional dialogue you'll get to hear.

Enemy Group

Type		Lvl.	Page
	Shell-Walker	18	171
	Behemoth	25	214

Recommended Loadout

Weapon	
Shadow War Bow	Freeze Arrow / Corruption Arrow
Shadow War Bow	Hunter Arrow
Shadow Rattler	Metal Bolt
Shadow Sling	Freeze bomb









04-08 The hunters last caught sight of the machine convoy to the north of the arch, so head to that location and use your Focus to find the tracks they left behind. The tracks lead you down a hill to the river bank, and the convoy can be found patrolling back and forth along the shore to the east **[→▢ 1]**. To get the cables you require you'll have to kill all three of the Behemoths in the convoy, because you can only loot three cables from each carcass, and you need nine in total.

Instead of fighting the convoy along the riverbank, where there's precious little cover, retreat back up the hill once you've located them and go along the ridgeline above the river until you get a clear view of the convoy **[→▢ 2]**. Fighting them from up on the ridge is much safer and gives you a lot more control over the battle. The elevated position will make hitting Shell-Walkers easier when they have their shields up. One option would be to go to the nearby Ravager site to get a Ravager Cannon and use that on the convoy; with careful aiming one cannon alone is capable of wiping out most of the convoy **[→▢ 3]**.

Another approach would be to take advantage of the fact that the machines are quite close together by using Freeze Arrows to detonate the Freeze Canisters on the backs of the Behemoths. Once the machines are frozen you can rain down Hardpoint Arrows on the Behemoths' Force Loaders, or the Shell-Walkers' Claws. **[→▢ 4]**. Using Corruption Arrows to turn the machines against each other can also be quite effective, but if you want to attempt that, it's best to target the Shell-Walkers first, because they have much lower resistance.

Once everything has been killed, loot the Behemoth carcasses for the cables you're after, and then talk to the two hunters; you have the choice to either hand the cables straight over to them, or take them back yourself. Handing them over to the hunters will end the quest straight away, but if you take them back you'll get to talk to Petra one more time.


ACTIVITIES

Bandit Camps





Bandit Camps are the fortified strongholds of lawless renegades with no Tribe to call their own. The Bandits occupying these positions are hostile not only to Aloy, but to all other factions as well, and can occasionally be seen skirmishing with machines, Sun Carja soldiers or even Eclipse Cultists when not defending their encampments. While toppling these wretched hives of scum and villainy is no small feat, ousting their inhabitants creates new homes for displaced citizens and improves Aloy's reputation among the neighboring Tribes. Clearing a Bandit Camp permanently converts the location into an autonomous Settlement, complete with a Merchant and a Campfire for your convenience.

Although not strictly required, certain Skills and equipment can be extremely helpful for clearing Bandit Camps. The 'Low Profile' Skill is particularly essential because it greatly mitigates the bandits' ability to detect you, while 'Silent Strike' enables you to perform easy kills while concealed; 'Concentration +,' 'Fast Reload,' 'Double/Triple Shot,' 'Leader Strike' and 'Strong Strike' are also very valuable for these areas. Likewise, Shock Bombs from the Carja and Shadow Slings can incapacitate large groups of bandits and set them up for Critical Hits, while Corruption Arrows are useful for creating diversions by turning your enemies against one another. The Nora Silent Hunter Outfit is a must-have item if you plan on taking a stealthy approach, particularly when augmented with Stealth Modification Weaves.

You do not always have to clear out the camps on your own, however, because the mysterious Nil can be recruited as a temporary ally for some of them. You'll first encounter him along the road north of the Nora Hunting Ground, though enlisting his aid isn't required for clearing any of these areas and you may simply proceed without speaking to him if you wish. For more information on this Quest, please see P.376. Additionally, each Bandit Camp houses two prisoners from a neighboring Tribe who will become temporary allies when freed; like Nil, these NPCs will stealthily follow Aloy through the camp while she remains undetected and will fight at her side if her actions lead to open combat.

Bandit Camp-Devil's Thirst



Recommended Lvl. 7

Rewards

XP +5000

Enemy Group

- Bandit Thug (Lvl. 3)
- Bandit Fighter (Lvl. 3)
- Bandit Sniper (Lvl. 3)

Recommended Loadout

Weapon	Ammo Type
Sharpshot Bow	Precision Arrow
Carja Sling	Shock Bomb
Carja Tripcaster	Blast Wire
Carja Hunter Bow	Hunter Arrow

Speak to Nil for a helpful overview of the camp's layout, then shoot the alarm with an arrow from his location. When ready, hide in the tall grass before the bridge and use the Focus to Tag as many of the bandits inside the camp as possible. Moving between the two patches of grass if necessary, headshot the Bandit Sniper in the guard

tower to your right followed by the Bandit Thug patrolling the opposite riverbank. Do not cross the bridge; instead, follow the riverbank west and ford the river at **Position A** to minimize your chances of being detected. Follow the exterior wall on your right until you reach a Brave Trail leading up to the second floor. From here you'll be able to Tag the remaining bandits with your Focus; after doing so, climb partway up the trail and hang from the topmost handhold while you wait for an opportunity to eliminate the Bandit Thug patrolling the room beyond.

If you have the 'Strike from Below' Skill, use it to kill the bandit when he approaches the ledge; otherwise, sneak up behind him after he turns away and finish him with a Silent Strike. With its only guard gone, the treasure room is safe for the moment; use the opportunity to loot the Supply Crates, then sneak across the room to the left doorway at **Position B** and headshot the Bandit Thug patrolling the battlement. Peek around the wall to see if the Bandit Fighter on the other side is looking your way – when his back is turned, finish him with a headshot or Silent Strike. At this point the entire second floor is clear of enemies, allowing you to snipe the bandits below from a position of relative safety.

Proceed to the battlement where you killed the Bandit Thug, look through the north window to locate Bandit Camp Alarm and destroy it by shooting the green fuel sac with an arrow if you haven't already done so **[→▢ 1]**. With the alarm out of commission, the bandits will no longer be able to summon reinforcements if they detect you. Move to the east window and headshot the Bandit Thug patrolling directly below, then peek around the wall to your left and headshot the one sitting at the Campfire to the north **[→▢ 2]**. Next, headshot the Bandit Thug standing just past the Campfire on a platform to the left of the prisoners, and finally the Bandit Sniper on the guard tower further north.

Climb quietly down to the ground using the Brave Trail in front of you and look through the gateway to the east. In order to headshot the Bandit Thug crouching in the corner you'll need to line up a careful shot over his shoulder when he lifts his head; once he's down, immediately peek around the wall and headshot the two Bandit Fighters standing to the right. At this point you may release the two prisoners without risk of being detected, so take advantage of the additional backup by freeing them **[→▢ 3]**. If you still have an Overridden mount awaiting commands, you may call it into the camp at this point to serve as further reinforcements – your mount will attack any hostile units that get too close and is much tougher than standard human enemies. Don't forget to knock over the Grazer dummy next to the Bandit Fighters before you leave.

Exit through the gate to the southeast and immediately loop back around the exterior wall to the left. keeping to the tall grass for cover. When you reach the small patch of grass where the road branches at **Position C**, headshot the Bandit Thug guarding the gate to the west, then the one patrolling the road that leads past the gate. Proceed quietly through the gate and skirt the interior wall to the left until you can line up a clear headshot on the Bandit Thug crouched opposite, and finally headshot the last remaining Bandit Thug guarding the gate to the right. With the camp clear, you may now use the Campfire and make purchases from the newly-arrived Merchant. Additionally, you may speak with a nearby NPC named Jom for some extra dialogue.







Bandit Camp-Two-Teeth



Recommended Lvl. 9

Rewards

XP +7500

Enemy Group

Bandit Thug (Lvl. 3)	Bandit Fighter (Lvl. 3)
Bandit Sniper (Lvl. 3)	Bandit Heavy (Lvl. 8)

Recommended Loadout

Weapon	Ammo Type
Sharpshot Bow	Precision Arrow
Carja Sling	Shock Bomb
Carja Tripcaster	Blast Wire
Carja Hunter Bow	Hunter Arrow
Firespitter	Rocket Arrow

Sneak along the road to the east and head up the small side path on your left to the first patch of tall grass at **Position A**. Headshot the Bandit Thug patrolling the camp entrance below and advance to the last patch of grass at the end of the ledge. From here, Tag all enemies in range with the Focus and headshot the Bandit Sniper on the guard tower directly to the east at **Position B**, then the Bandit Thug standing by the torch at the intersection to the southeast. The Bandit Heavy will come running over to investigate the body; draw him toward you by using Lure Call or throwing rocks and when you can line up a clear headshot on him, take it. If your first headshot removes at least 50% of his health, immediately follow up with another to finish him; otherwise use repeated strong melee attacks to silence him.

You may pick up the Firespitter carried the Bandit Heavy and use it against the remaining enemies, but bear in mind that it cannot be carried while crouched, so you must temporarily discard it in order to make use of tall grass. When ready, sneak east into the camp and perform a headshot or a Silent Strike on the Bandit Thug crouched just before the guard tower at **Position B**. Climb the tower, but keep to the northern edge of the platform to avoid being seen by the two bandits in the gutted building to the south. Headshot the Bandit Thug seated on a bench near the northern rock face, then the Bandit Fighter standing next to a table in the near corner. Next, destroy the alarm to the east; finally, headshot the Bandit Thug seated at the Campfire directly below the south side of the tower **[→▢ 4]** .



Descend the tower and free the two prisoners, then knock over the Grazer dummy next to the destroyed alarm. From this location, tag all remaining enemies with the Focus and sneak carefully up to the gate facing south, using the terrain for cover. Headshot the Bandit Thug standing across from you in the gutted building to the south, then circle the building counterclockwise and walk down the steps to **Position C**. Scan the datapoint in the nearby rubble, sneak up the collapsed foundation to the east and eliminate the Bandit Thug crouched in the treasure room with a Silent Strike. Move forward into the next room, aim through the east window for cover and headshot the Bandit Fighter patrolling the road. Finally, sneak along the road to the east using the patches of tall grass for cover and headshot the Bandit Thug patrolling the far section of the road.

Bandit Camp–Gatelands

Recommended Lvl. 12

Rewards

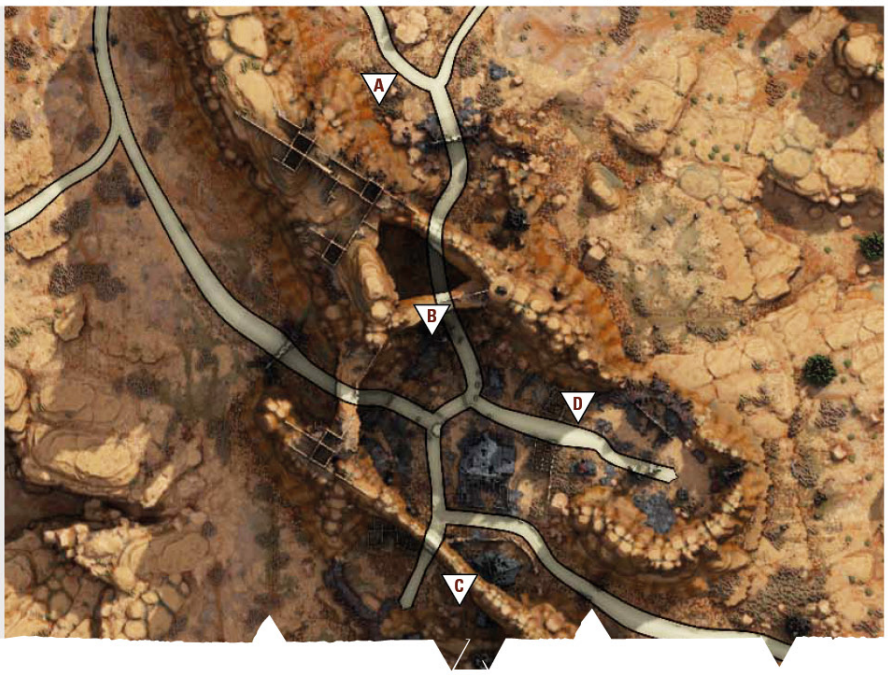
+10000

Enemy Group

Bandit Fighter (Lvl. 3)	Bandit Warrior (Lvl. 6)
Bandit Sniper (Lvl. 3)	Bandit Heavy (Lvl. 8)

Recommended Loadout

Weapon	Ammo Type
Carja Sling	Shock Bomb
Carja Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Hardpoint Arrow
Shadow War Bow	Corruption Arrow
Disc Launcher	Explosive Disc
Firespitter	Rocket Arrow



Begin by hiding in the tall grass behind the boulder at **Position A** and scanning all enemies in range with the Focus. If you brought a Disc Launcher from one of the nearby Thunderjaw Sites, place it in the grass while you clear the first section of the camp and carry it into each newly-cleared section afterward so that you have easy access to it in times of need. Beware that the Disc Launcher generates a loud report and will alert every enemy in earshot when fired, so try to save it for the worst-case scenario of an all-out firefight. Meanwhile, headshot the Bandit Warrior patrolling the road when he stops outside the camp entrance and advance south to the right side of the gate. Headshot the Bandit Sniper in the opposite guard tower, then headshot the Bandit Warrior crouched directly ahead **[→▭ 1]**.



Proceed south and take cover behind the rock face below the stone steps, then headshot the Bandit Sniper on the next tower further south at **Position B**. Immediately move into the tall grass at the base of the tower and Tag every remaining enemy with your Focus. If the Bandit Fighter patrolling past the other side of the tower spots one of the bodies, wait for him to walk past your hiding spot and take him out with a Silent Strike. Climb the tower, turn right and headshot the Bandit Sniper standing on a platform to the south, then duck into the corner behind the rock wall to the right of the ladder to avoid being seen. Face southeast, activate the Focus and watch for the Bandit Fighter patrolling between the two buildings across from you. When he stops at the nearer end of his route, headshot him and drop back into the grass.

The Bandit Fighter's corpse will draw the attention of a Bandit Warrior patrolling between your location and the camp's west exit. Sneak around the base of the tower and hide in the grass on the south side, then wait for the Warrior to approach the body and headshot him when he stands still. If you haven't already killed the first Bandit Fighter patrolling below the tower, do so when he runs over to the other two corpses. Follow the wall on your right to the west gate, using the patches of tall grass along the way for cover. Headshot the Bandit Fighter guarding that gate and return to the larger patch of grass on the south side of the guard tower at **Position B**. Use Lure Call or an arrow to draw the

Bandit Heavy out of the storehouse to the south, wait for him to stop searching for you and then hit him in the head with a Precision Arrow (or Double/Triple Shot if possible).

If the attack cuts the Bandit Heavy's health by at least 50%, immediately finish him with another; otherwise follow up with repeated strong attacks until he stays down. Take cover behind the near corner of the storehouse where three pulleys attach to the structure and headshot the Bandit Fighter patrolling the opposite end of the building when he walks into view. Enter the storehouse (leave the Supply Crates alone for now) and proceed out the other end. Turn right and headshot the Bandit Sniper on the battlement to the west, then circle around the stone wall on your left and headshot the Bandit Fighter sitting by the Campfire at **Position C**. Finally, approach the alarm and destroy it by pressing △ when prompted.

Follow the path through the gate to the east, hide in the grass along the right wall and headshot or Silent Strike the Bandit Warrior guarding the exit. Return to the patches of grass on the south side of the guard tower at **Position B** and sneak directly east. Pass the empty building on your left and stop at **Position D** behind the left section of the stone wall, then headshot the Bandit Sniper on the battlement across from you. Pass through the gap in the stone wall, immediately turn right and hide in the large patch of grass. Make your way through the grass to the spot where the final Bandit Warrior is crouched, then headshot him or sneak up and finish him with a Silent Strike.

Bandit Camp-Blackwing Snag



Recommended Lvl. 15

Rewards

XP +10000

Enemy Group

Bandit Warrior (Lvl. 6)	Bandit Slugger (Lvl. 6)
Bandit Marksman (Lvl. 6)	Bandit Brute (Lvl. 10)

Recommended Loadout

Weapon	Ammo Type
Shadow Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Hardpoint Arrow
Shadow War Bow	Corruption Arrow
Shadow Sling	Shock Bomb



Begin at the south side of the camp, in the large patch of grass on the left side of the road at **Position A [→▭ 2]**. Headshot the Bandit Marksman on the wall, then the Bandit Warrior standing guard at the gate. Wait in the grass as far from the camp as possible while the Bandit Brute just inside the gate makes his way out to inspect the corpse. When he passes through the gate, use Lure Call to draw him into the grass. If you have the 'Concentration' Skill, use it so that you can bring him down with two headshots before he can call for help; if not, start with a strong melee







attack instead, then perform a Critical Hit while he's down and continue using strong attacks to keep him there. Shoot the alarm through the gate to destroy it, then cross the road, hide in the other patch of grass and Tag all remaining visible enemies with the Focus **[→▢ 1]**.

Aim through the gate and snipe the Bandit Slugger crouched by the alarm as soon as you get a clear headshot. Another Bandit Slugger will come from above to investigate; draw him toward you and into the grass with Lure Call, then finish him with a Silent Strike. Activate the Focus and check that none of the bandits on the other side of the wall are walking toward you, then quickly sneak through the gate, turn right and hide in the large patch of tall grass at the foot of the tree. Sneak counterclockwise around the tree to the third patch of grass next to the bridge at **Position B**, then aim across the river and headshot the two Bandit Sluggers seated at the campfire. If the third Bandit Slugger behind them investigates, remain in the grass and snipe him when he gets close; if not, draw him to you with Lure Call and headshot him.

Look to the northeast for a Bandit Marksman perched atop the forward fuselage of the crashed aircraft. Draw him to you with Lure Call and headshot him when he stops to investigate (don't use Silent Strike from this patch of grass – it's too narrow to keep you hidden during the animation and may enable the remaining bandits to spot you). A Bandit Warrior patrols the aircraft's wing to the north – draw him to you with Lure Call and headshot him when he stops. Next, face directly north and use Lure Call to draw the Bandit Brute on the overlook toward your spot in the grass. When he stands still, either use Concentration followed by two headshots with Precision Arrows or knock him down with a strong attack, follow up with a critical hit and resume using strong attacks until he stays down.

Sneak north past the destroyed alarm to the tree at **Position C**. Look to the east to make sure no other enemies are approaching, then climb the Brave Trail to the platform, keeping the tree between yourself and the Bandit Warrior on the ground directly to the north. Headshot this bandit, immediately drop back to the ground and hide in the patch of grass at the tip of the aircraft's wing **[→▢ 2]**. When the Bandit Slugger patrolling to the north investigates the Warrior's body, headshot him and return to **Position B**. Cross the bridge to the east and either headshot the Bandit Warrior crouched in the corner or sneak up on him and perform a Silent Strike, then continue east and do the same to another Bandit Warrior crouched by the prisoner huts.

Free the prisoners and head west with the crashed aircraft on your left. Climb the ladder, face due north and headshot the Bandit Marksman in the guard tower across the river **[→▢ 3]**. Head west along the fuselage toward the tail and loot the Supply Crates at the end, then cross the bridge to the north. When you reach the end, turn right and follow the walkway counterclockwise to the camp's northern entrance. At the road, turn left and headshot the final Bandit Warrior standing inside the gate.

Bandit Camp-Shattered Kiln



Recommended Lvl. 20

Rewards

XP +15000

Enemy Group

Bandit Slugger (Lvl. 6)	Bandit Warrior (Lvl. 6)
Bandit Marksman (Lvl. 8)	Bandit Heavy (Lvl. 3)
Bandit Brute (Lvl. 10)	Elite Bandit Fighter (Lvl. 10)
Elite Bandit Archer (Lvl. 10)	

Recommended Loadout

Weapon	Ammo Type
Shadow Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Hardpoint Arrow
Shadow War Bow	Corruption Arrow
Shadow Sling	Shock Bomb
Firespitter	Rocket Arrow

Begin in the patch of tall grass before the bridge at **Position A**. Headshot the two Bandit Marksmen on the towers to the southeast, cross the bridge and hide in the corner on the left side of the gateway. Aim through the gate and headshot the Bandit Marksman on the tower directly to the South, then quickly take cover in the patch of grass directly ahead. A Bandit Warrior will patrol toward your location from the southeast; draw him into the grass with Lure Call and finish him with a headshot or a Silent Strike. While still hidden in the grass, face due east and headshot the Bandit Warrior and Bandit Slugger at the Campfire. Proceed east past their location, climb the rubble to the right of the gateway and headshot the Bandit Warrior crouched on the other side of the wall at **Position B** to the northeast.

At this point you may safely destroy the alarm, free the prisoners and Tag the remaining bandits in range with the Focus. When ready, return to **Position B** and climb the rubble to the southeast. Before you reach the top, use the Focus to scan for the Bandit Warrior patrolling the recessed north-south pathway ahead. Wait until he stops at the south end of his route with his back to you, then headshot him or sneak up and perform a Silent Strike. Follow the path a short distance south to the intersection at **Position C**, then headshot another Bandit Warrior standing on a platform to the southeast. Face east, equip Precision Arrows and use Concentration, Double/Triple Shot or a Leader Strike followed by strong melee attacks to eliminate the Bandit Heavy crouched in the treasure room.

Return to the intersection and this time face south. Keep an eye on the Bandit Slugger crouched by a pile of debris – when a second Slugger patrols by, headshot the patrolling bandit followed immediately by the crouched one, then pick up the Firespitter dropped by the Bandit Heavy and hide behind the large moss-covered root just to the north until the Bandit Brute patrolling to the southeast spots the corpses. When he runs over to investigate, carefully move forward and pick him off with the Firespitter (the 'Concentration' Skill is extremely helpful here). You'll only need between six and nine rounds to do the job even on Very Hard, so try to save the rest for the next few enemies.

Sneak south through the intersection and take the first left, then eliminate the Elite Bandit Fighter using the Firespitter. From the corner where the Elite Fighter was standing, headshot the Bandit Marksman on the guard tower to the southeast with a normal arrow and do the same to another Bandit Marksman on the wall directly to the east. Carry the Firespitter back through **Position C**, make your way to the roof and put about six rounds into the Elite Bandit Archer in the south corner. Finally, move to the east corner, aim through the largest gap and mow down the last Elite Bandit Archer on the eastern guard tower.

Bandit Camp–Hollow Fort

Recommended Lvl. 25

Rewards

+15000

Enemy Group

Bandit Fighter (Lvl. 3)	Bandit Slugger (Lvl. 6)
Bandit Warrior (Lvl. 6)	Bandit Sniper (Lvl. 3)
Bandit Heavy (Lvl. 8)	Bandit Brute (Lvl. 10)
Elite Bandit Fighter (Lvl. 10)	Elite Bandit Sniper (Lvl. 10)
Elite Bandit Archer (Lvl. 10)	

Recommended Loadout

Weapon	Ammo Type
Shadow Sharpshot Bow	Precision Arrow
Shadow Hunter Bow	Hardpoint Arrow
Shadow War Bow	Corruption Arrow
Shadow Sling	Shock Bomb
Firespitter	Rocket Arrow



The 'Double Shot,' 'Triple Shot,' 'Strong Strike +,' 'Leader Strike' and 'Critical Hit +' Skills are recommended for this area as individual headshots may no longer be sufficient to kill the Heavy and Elite bandit units you'll face. Begin in the tall grass at **Position A** and use a double or triple headshot to eliminate the Elite Bandit Sniper just to the right of the gateway. Look slightly to the left and headshot the Bandit Warrior just inside the gate, then wait for the nearby Bandit Heavy to investigate and draw him toward you into the grass with Lure Call. Finish him with either a Leader Strike or a multiple headshot, then pick up the Firespitter he held and carry it to the small patches of grass next to a tree stump to the northeast.

Use either a multiple headshot or the Firespitter to fell the Elite Bandit Sniper in the tower up the hill. Bring the Firespitter with you to an entrance at **Position B** to the northwest. Climb the first flight of stairs, place the Firespitter on the ground at the landing, crouch and aim out the window to headshot the Bandit Slugger to the west. A Bandit Fighter and an Elite Bandit Fighter patrolling the path below will eventually find the body; pick off the former with a headshot and the latter with four to six rounds from the Firespitter.

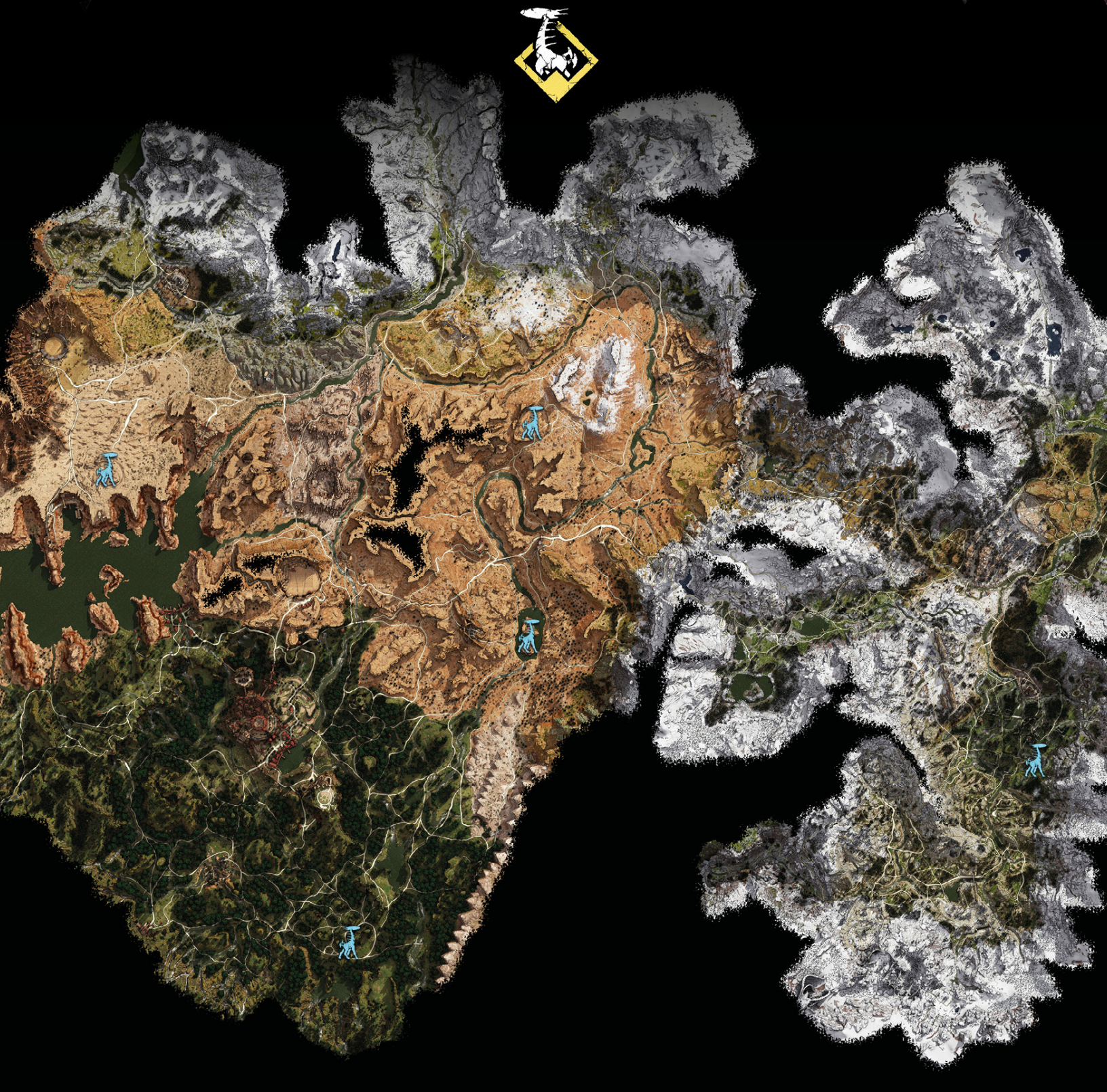
Climb the second flight of steps to the courtyard, peek over the stairwell wall and kill the Elite Bandit Archer sitting to the left of the Campfire with either a multiple headshot or at least four rounds from the Firespitter, then headshot the Bandit Slugger on the right. Leave the Firespitter, proceed across the courtyard to the southwest and hide in the patch of grass at **Position C**. Headshot the Bandit Warrior crouched just inside and wait for the patrolling Bandit Brute to investigate, then finish him with a multiple headshot.

Tag all remaining bandits, then peek around the corner and use Lure Call to draw the Bandit Warrior, the Elite Bandit Sniper and the Elite Bandit Archer to your location one by one, eliminating each bandit with headshots and Silent Strikes. (You may need to use Lure Call on the same enemy multiple times or shift your position slightly to establish line of sight.) Retrieve the Firespitter, enter the building, loot the Supply Crates and head left onto the balcony. Drop the Firespitter, peek over the steps and destroy the alarm in the opposite courtyard. Grab the Firespitter and enter the building again, then turn left and head towards the Bandit Slugger.

Hug the right side of the hall until you reach the small patch of tall grass at **Position D**, then line up a headshot on the Bandit Slugger. Save any remaining Firespitter ammo for the two enemies above you to the south: first the Elite Bandit Archer, then the Elite Bandit Sniper in the tower further away. Climb the rubble to the north to get a clear headshot at the Bandit Sniper standing in the tower to the west, then turn northeast and headshot the Bandit Fighter guarding the prisoners. The only remaining enemies are a Bandit Warrior and an Elite Bandit Fighter in the courtyard below you to the northwest; you may either snipe them from your current perch or return to the ground floor, Lure Call them separately into the tall grass and finish them headshots.



Tallnecks



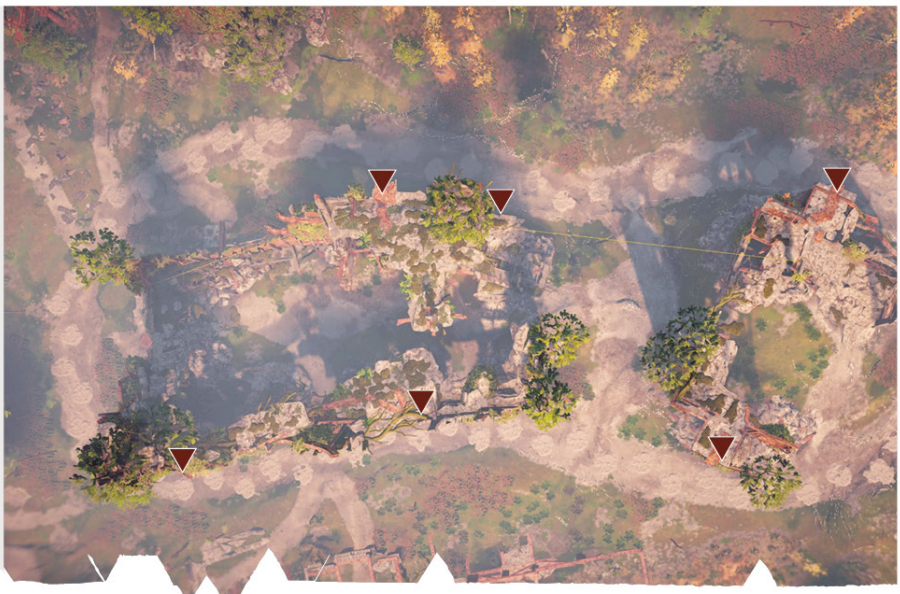
Tallnecks are a special type of surveying machine resembling enormous giraffes and can be found patrolling fixed locations on the Map. They are invincible, non-hostile and oblivious to the presence of any other units including Aloy; your objective upon finding one is not to destroy it but rather to leap onto its back, scale its neck and Override the data node on its head **[→▭ 1]**. Overriding Tallnecks will remove the fog covering the surrounding areas of the Map and instantly reveal any Machine Sites within those zones; while it is also possible to accomplish this manually by exploring on foot, clearing each Tallneck provides additional Experience and invaluable Skill Points.

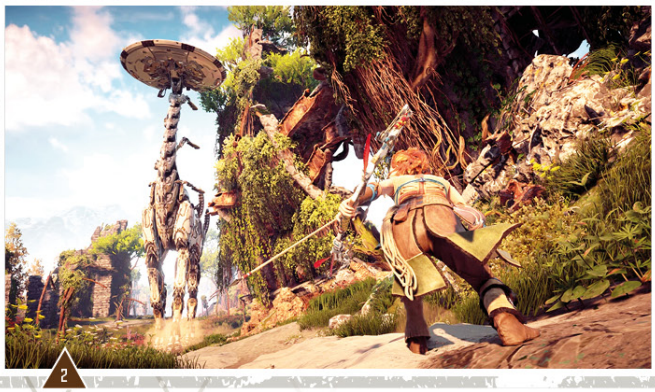

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Tallneck: Devil's Thirst



Recommended Lvl.	17
Rewards	
+7500	+1
Reveal Map	+1
Area Revealed	Entire Eastern third of the map except the Forsaken Village




2

The Tallneck at this location patrols the perimeter of two ruined buildings along a roughly oval path **[→▭ 2]**. Two Watchers guard the northwest building with a third in the southeast; though not much of a threat, they can be a persistent nuisance if you're spotted while making a run for the Tallneck, so it's a good idea to get rid of them before moving in. If you arrive at a jump point after the Tallneck has already passed, use the slip-lines to quickly overtake the giant machine and jump on from the next spot. Scaling the Tallneck is identical to traversing a Brave Trail – simply jump toward it when it is directly in front of Aloy and she will automatically grab the lowest Climb Hold. Ascend to the machine's head and perform an Override when prompted, then use the 'Rappel' prompt to descend back to the ground.

TALLNECK: COPPER DEEPS





Recommended Lvl.	13
Rewards	
XP +7500	+1
Reveal Map	+1
Area Revealed	Roughly circular area centered on the Tallneck, spanning from Daytower to Cut-Cliffs





This Tallneck patrols a roughly oval route around the perimeter of two islands in a small lake. The area adjoins a Snapmaw Site and is also populated with Glinthawks and Redeye Watchers, though the Snapmaws on the islands present the greatest danger. While there are patches of tall grass on both islands which enable you to avoid combat altogether, you may also opt to use the grass along the lakeshore as cover while you pick off the Watchers and Snapmaws in your path one at a time. To avoid unnecessary engagements with the local machines, use the jump-point image to plan your path to the desired jump point before moving in and attack only the enemies you can't circumvent on your chosen route. **[→▢ 3]**

The northern island has three jump points and is marginally safer than the southern island owing to the additional cover and potential combat space it offers. By Stealth Swimming to the island and throwing Rocks to distract any Snapmaws that wander too close, you can work your way to the Tallneck without being seen. The climb here is much the same as at Devil's Thirst with the exception that this Tallneck is missing one of the lateral antennae that served as Climb Holds on the previous individual, so your path to the top will use a smaller handhold directly on the neck instead **[→▢ 4]**. When you've Overridden the Tallneck, check to make sure there are no Snapmaws at its feet before you rappel back down.

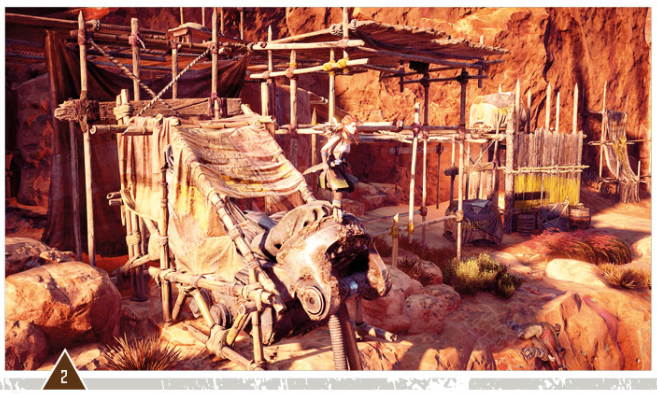
Tallneck: Sun-Steps



Recommended Lvl.	17
Rewards	
+7500	+1
Reveal Map	+1
Area Revealed	Northern section of the map past Daytower



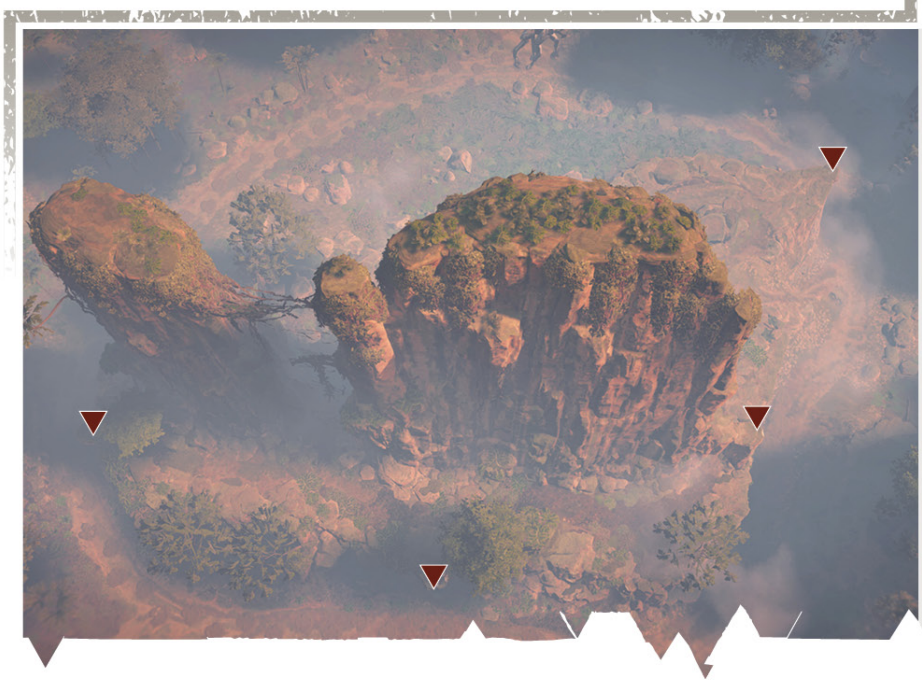




The Sun-Steps Tallneck circles a large basin overrun by a group of Eclipse Thugs, Snipers, Priests, Dredgers and a Heavy scattered throughout the area, as well as a Corruptor near the center. All four jump points in this area are located atop the scaffolding and are only accessible after fighting your way past the Cultists, but the northernmost point can be reached by jumping onto a power coupling covered by the surrounding scaffold and climbing from there to the upper level **[→▢ 1/2]**. If you enter the basin from the north end and circle the perimeter counterclockwise, this will be the first scaffold you reach and using it as your jump point will enable you to avoid most of the enemies in this area, including the Corruptor.

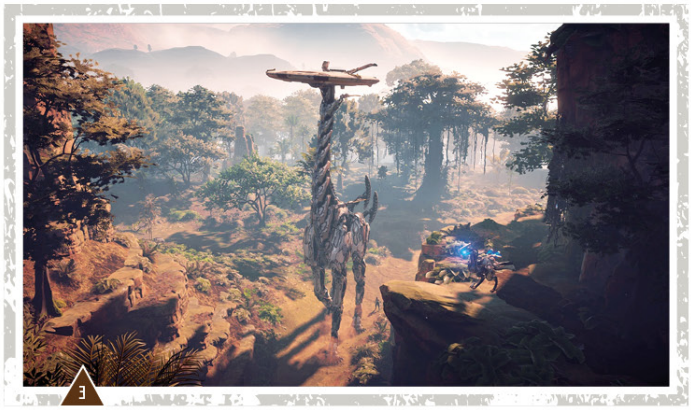
If you do choose to fight, there are a few patches of tall grass on the basin floor where you can hide while you headshot the Cultists one by one, but beware that the large patch near the Corruptor is directly in the Tallneck's path and you'll be crushed if you hide there for too long. If you take the high road you'll have the scaffolds for cover and a slightly better bead on most of the Cultists, but you'll have to make your shots count or you risk being seen. When you've cleared a path to your preffered jump point, hop onto the Tallneck's back and climb away. You'll need to switch back and forth between the larger antenna arrays and the smaller handholds on the machine's neck, moving to the opposite side about halfway up. Before you rappel back down, make sure the Tallneck isn't close enough to any remaining Cultists for you to be detected.

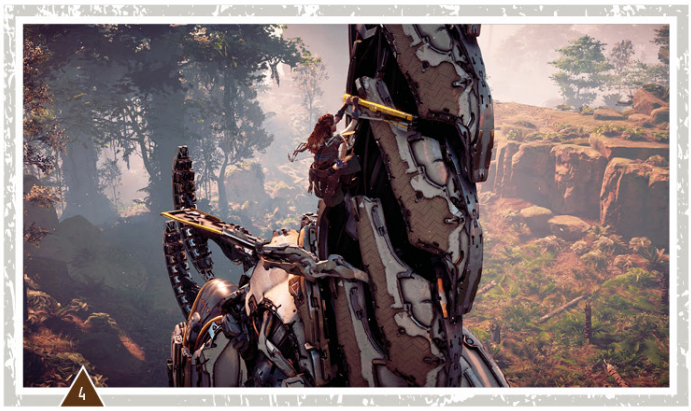
TALLNECK: SPEARSHAFTS





Recommended Lvl.	21
Rewards	
+7500	+1
Reveal Map	+1
Area Revealed	Southern section of the map past Daytower





This Tallneck follows a roughly circular route around a pair of small buttes. There are only four jump points in this area, each guarded by a Longleg and patrolled in-between by Watchers, and the narrow pathways you'll have to traverse will force you to either fight or sneak carefully around these enemies in order to access the Tallneck. Numerous boulders and rock formations make up for the lack of tall grass in the vicinity, providing enough cover for you to ambush the Longlegs in order to reach one of the jump points; moreover, directly above the southwestern point is a hidden ledge accessible only by jumping from atop the Tallneck's head **[→▢ 3]**.

The Spearshafts Tallneck is missing several of its cervical antennae, meaning you'll need to jump onto the lowest array and then scale a number of smaller handholds on the opposite side of its neck in order to reach its head **[→▢ 4]**. Before you rappel back down, wait for the Tallneck to pass the southwestern jump point and check out the hidden ledge for a free Health Boost Potion.

Tallneck: Rustwash



Recommended Lvl.	23
Rewards	
XP +7500	+1
Reveal Map	+1
Area Revealed	Northwestern corner of the map from Maker's End to Blazon Arch







This Tallneck patrols a roughly elliptical route around the wreckage of a crashed aircraft. Longlegs and Ravagers stalk the site's perimeter while Watchers, Redeye Watchers and a pair of Fire Bellowbacks wander the pathways crossing the center. It is possible to avoid all or nearly all of these enemies by starting at the Campfire along the road just west of the site and sneaking to the nearest jump point atop the aircraft's cockpit. There are a few patches of tall grass nearby which can be used for cover if necessary, and the enemies in the center of the crash site can be distracted with Rocks or Corruption Arrows long enough for you to reach the Tallneck.

This Tallneck lacks all but a single pair of cervical antennae, meaning that you'll need to scale small handholds all the way up to its head **[→▢ 1]**. You'll initially grab onto the Climb Hold on the Tallneck's right side; jump across to the left, then move to its neck. You'll need to switch sides again about halfway, then work your way around the underside of its head to the rear where you can pull yourself up. If you wish to eliminate any of the surrounding enemies, consider doing so from the Tallneck's head before you rappel back down as this position affords a safe perch completely inaccessible to the other machines **[→▢ 2]**.



HUNTING GROUNDS



Hunting Grounds are evaluation sites operated by the Hunters' Lodge in Meridian. These facilities offer a variety of optional challenges which not only provide some of the best places to accumulate rare Resources and Metal Shards, but also eventually grant admission to the Lodge after you've earned at least three Half Sun marks from the trials. Each Hunting Ground has a different layout and machine population emphasizing a particular set of skills or tactics, and completing Hunting Trials often requires certain weapons or the ability to Override specific machines. In addition, every Hunting Ground offers a Campfire at which to rest and a Merchant from whom to restock if necessary.

While the conditions for acceptance into the Lodge can be met merely by achieving the lowest rank in all three trials at a single Hunting Ground, going the extra mile to attain top marks will earn you some especially useful and otherwise unobtainable weapons at no cost. You may also use Hunting Grounds for the purpose of gathering Resources – any items looted during the trials are yours to keep and repeating a trial will instantly respawn the associated machines, saving considerable time compared to hunting down the same machines in the wild. The Nora Hunting Ground first accessible during the Main Quest 'A Seeker at the Gates' offers the earliest such opportunity; all other locations can be accessed immediately after finishing that Quest.

Note that the Experience Points awarded for lower ranks will be paid out simultaneously upon achieving higher ranks, so earning a Blazing Sun on your first try will add the Experience for both the Half and Full Sun Marks to your reward as a single lump sum. Likewise, the Experience bonus for earning Blazing Suns in all three Trials at a one Hunting Ground for the first time will be added to the payout for the final Trial.

NORA HUNTING GROUND

TOOL TRIALS

The trials at this Hunting Ground emphasize dislodging Components and using traps or environmental hazards to defeat enemies. If you can afford it, the Carja Sharpshot Bow will make the Parts Alone Trial much easier. The Carja Tripcaster, however, is a required purchase if you want to attempt the Blast Wire Trial; both can be purchased from the nearby merchant. The Nora Hunting Ground consists of two elongated mounds rimmed with roads on three sides and woods on the fourth. Several log traps are positioned atop the mounds and along the surrounding cliffs, and the mounds are connected by Brave Trails spanning the roads in-between.

Recommended Lvl.	8		
Rewards	Half Sun	Full Sun	Blazing Sun
	+2500	+2500	+2500
Complete One Trial	Half Sun Box	Full Sun Box	Blazing Sun Box
Complete All Trials (Once)	–	–	XP+ 10000 Skill Point +1

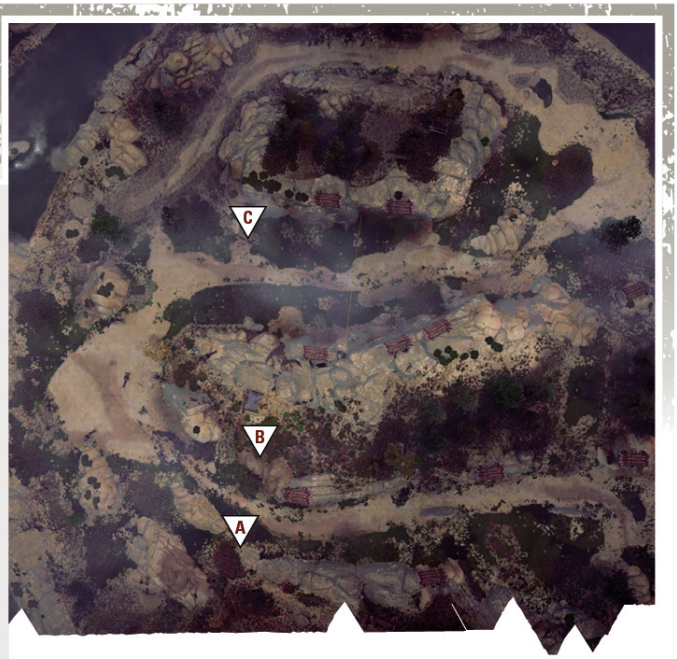
Enemy Group

	Grazer (Lvl. 2)		Watcher (Lvl. 5)

Recommended Loadout

Weapon	Ammo Type
Carja Sharpshot Bow	Tearblast Arrow
Carja Tripcaster*	Blast Wire*
Carja Sling	Shock Bomb
Blast Sling	Blast Bomb
Trap	Shock Trap

*Required







Parts Alone Trial

Remove ten Blaze Canisters from the herd of Grazers.

Time Limits

Blazing Sun	Full Sun	Half Sun
1:30	2:00	20:00

Crouch and slide down the leftmost Slip-Line into the patch of tall grass at **Position A**. The Grazers will be clustered along the road just ahead, guarded by three Watchers. If you have the 'Concentration' Skill, strike one of the Grazers on the back with a Tearblast Arrow and immediately activate Concentration – you should be able to land a second Tearblast Arrow on another Grazer's back before the herd flees. When they do make a run for it, simply follow them while using the terrain and the tall grass for cover; once they've lost track of you, locate a Grazer with all four Blaze Canisters remaining and repeat the process. You may also stun the Grazers using Shock Bombs, which temporarily prevents their escape and makes it easier to target the Canisters.

Logpile Trial

Kill three machines using the Logpile Traps in the area.

Time Limits

Blazing Sun	Full Sun	Half Sun
2:00	5:00	20:00

Crouch, slide down the leftmost Slip-Line to **Position A** and hide in the tall grass. Using your Carja Tripcaster, lay four to five Shock Wires across the path at your location directly beneath the log trap across the road **[→▭ 1]**. Be sure to target points directly on the ground rather than elevated spots like rocks or hillsides so that your tripwires aren't too high to hit the Grazers. Sneak across the road into the tall grass at **Position B** and target the rock face at **Position C** with any explosive from the Carja Sling or Blast Sling to scare the Grazers **[→▭ 2]**. As soon as the herd runs into your Shock Wires, fire any arrow (Hunter/Precision/Hardpoint/Fire/etc.) at the back of the log trap to release its payload and crush the incapacitated Grazers.

Blast Wire Trial

Kill six Grazers using Blast Wires.

Time Limits

Blazing Sun	Full Sun	Half Sun
3:00	6:00	20:00

If you haven't fully upgraded your Tripcaster Ammo Pouch, be sure you have enough Resources to craft additional Blast Wires before starting this Trial. Crouch, slide down the leftmost Slip-Line to **Position A** and hide in the tall grass. Using your Carja Tripcaster, lay three to four Blast Wires across the path at your location. Sneak across the road into the tall grass at **Position B** and lay four to five more Blast Wires on the ground between the two log traps nearest to you. In both cases, be sure the Blast Wires aren't too high; it's best to target two points directly on the ground rather than attaching the wires to rocks or the backs of the log traps.

When ready, aim any bomb from the Carja Sling or Blast Sling at **Position C** to the northwest to scare the Grazers toward your Blast Wires. Immediately switch to Shock Bombs and be prepared to stun any Grazers that avoid your tripwires – laying a Blast Wire directly on top of them while they're down will still count toward your kill total, which can help save time chasing down the herd if they run the wrong way or too few of them trigger the Blast Wires. If the herd does run the wrong way, aim an explosive from either sling at a point on the opposite side of the Grazers' location – they will run directly away from the blast, allowing you to herd them back toward your tripwires.

Valleymeet Hunting Ground

Element Trials

The Valleymeet Trials will test your aptitude with elemental attacks. The Carja Hunter Bow is required for the Fire Fight Trial as you'll need Fire Arrows to accomplish the associated objective; while not mandatory, Shock and Freeze Bombs are extremely helpful for the other two Trials, as are the Shadow Rattler's Freeze Bolts if you have access to them. Additionally, the Sharpshot Bow excels at destroying the Bellowbacks' Cargo Sacs, thereby disabling their dangerous ranged attacks; this is particularly useful in conjunction with the 'Double Shot' and 'Triple Shot' Skills and can render the Bellowbacks far less dangerous if they're proving troublesome. This Hunting Ground is laid out in an isosceles triangle with a Bellowback and several Striders patrolling the corners.

Recommended Lvl.	18		
Rewards	Half Sun	Full Sun	Blazing Sun
	+2500	+2500	+2500
Complete One Trial	Half Sun Box	Full Sun Box	Blazing Sun Box
Complete All Trials (Once)	–	–	XP+ 10000 Skill Point +1

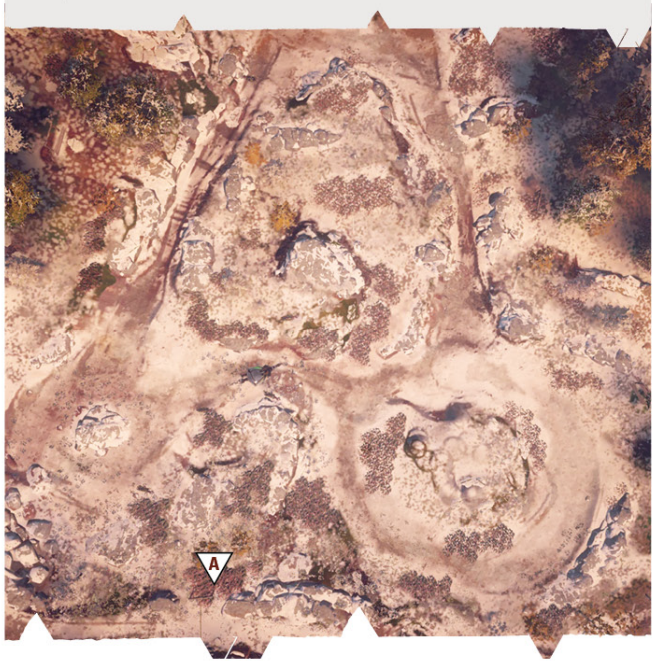
Enemy Group

Strider (Lvl. 5)	Fire Bellowback (Lvl. 18)
Freeze Bellowback (Lvl. 18)	

Recommended Loadout

Weapon	Ammo Type
Carja Hunter Bow*	Fire Arrow, Hunter Arrow*
Carja Sharpshot Bow	Tearblast Arrow
Carja Sling	Freeze Bomb, Shock Bomb
Shadow Rattler	Metal Bolt, Freeze Bolt

*Required







Fire Fight Trial

Damage four Machines with explosions from the Striders' Blaze Canisters.

Time Limits		
Blazing Sun 0:40	Full Sun 1:20	Half Sun 20:00

The objective only requires that other machines take damage from a Strider's exploding Blaze Canister; they do not need to be destroyed outright. Explosions from the Bellowbacks' weak points do not count toward the total, but

damaging a Bellowback with the explosion from a Strider does count. The easiest way to clear this trial is to crouch, slide down the leftmost Slip-Line to **Position A**, hide in the tall grass and throw a Rock toward the open area opposite your location **[→▢ 1]**. When the Striders and the Fire Bellowback gather to investigate, locate the Strider closest to the center of the group and shoot its Blaze Canister with a Fire Arrow. If you have the 'Concentration' Skill, use it immediately after your opening shot and try to ignite the Blaze Canisters on as many of the other Striders as possible before it wears off and the herd scatters **[→▢ 2]**.



FREEZE TRIAL

Destroy five frozen Machines.		
Time Limits		
Blazing Sun **1:30**	Full Sun **2:30**	Half Sun **20:00**

Both the Striders and the Bellowbacks count toward the objective, but they must be frozen when you deal the killing blow. Freeze Bombs and Freeze Bolts are the most effective means of applying the ailment; any Modification Coils that augment Freeze damage will make them all the more so. Crouch, slide down the leftmost Slip-Line to **Position A** and hide in the tall grass. When the Fire Bellowback is nearby (or after drawing it toward you with Lure Call), strike it with Freeze Bombs or Bolts and immediately switch to a normal damage type such as Precision Arrows, Hardpoint Arrows or Metal Bolts **[→▢ 3/4]**. If you plan to destroy the Bellowback's Gullet or Cargo Sac, be sure to do so from a safe distance in order to avoid being caught in the blast.

If the Striders haven't already fled, try to hit them with Freeze Bombs or Bolts before they can do so; if they have, follow them and try to group them together with Lure Call or by throwing Rocks before you launch your attack. Alternately, if you can deal enough damage to the Freeze Bellowback's Cargo Sac to destroy it before the Striders can flee again, you can use the explosion to instantly freeze both the Bellowback and any Striders caught in the blast.

Once the Bellowback is frozen you can destroy its Gullet to release another explosion, either as an immediate followup to the first or a contingency plan if no Striders fall prey to the initial blast.

SHOCK TRIAL

Dislodge three Blaze or Freeze Canisters from the underbelly of a stunned Bellowback.		
Time Limits		
Blazing Sun **1:00**	Full Sun **2:00**	Half Sun **20:00**

The time limit for a Blazing Sun is extremely strict here and you must dislodge all three canisters while the Bellowback is stunned – doing so at any other time will not count toward the objective. Fortunately, the Fire Bellowback's starting position places it in an ideal location for a quick ambush: crouch, slide down the leftmost Slip-Line into the tall grass and immediately blast the Bellowback with Shock Bombs until it collapses. While Hunter and Hardpoint Arrows will work here, Tearblast Arrows are optimal as you'll only have a small window to break away the armor plate covering the canisters and then actually dislodge the canisters themselves. The best position from which to place your shots is behind and slightly to the right of the Bellowback, at a clock heading of roughly 5:00 **[→▢ 5]**.





Spurflints Hunting Ground

Stealth Trials

The Stealth Trials put your sneaking capabilities to the test against Watchers, Stalkers and Shell-Walkers in a tract of forestland atop a low mesa. While no particular weapons are mandatory for these Trials, the dense undergrowth and visual obstructions can make it difficult to navigate this area. You may use the armaments of your preference for the Stalker Kill Trial and you'll likely find the Spear to be the most useful weapon for the Watch Out Trial; meanwhile, the Sleight of Crate Trial requires no combat at all and is an excellent way to swipe some extra Resources for free. The Merchant residing at this Hunting Ground is notable for selling all eight Shadow weapons, so purchase as many of them as you can afford while you're here.



Recommended Lvl. 18

Rewards	Half Sun	Full Sun	Blazing Sun
	XP +2500	XP +2500	XP +2500
Complete One Trial	Half Sun Box	Full Sun Box	Blazing Sun Box
Complete All Trials (Once)	–	–	XP+ 10000 Skill Point +1

Enemy Group

Watcher (Lvl. 5)	Shell-Walker (Lvl. 18)
Stalker (Lvl. 18)	

Recommended Loadout

Weapon	Ammo Type
Carja Sharpshot Bow	Precision Arrow, Tearblast Arrow
Carja Tripcaster	Blast Wire, Shock Wire
Shadow Rattler	Metal Bolt, Freeze Bolt
Carja Sling	Freeze Bomb, Shock Bomb

Watch Out Trial

Kill four Watchers with projectiles or Silent Strikes while concealed.

Time Limits		
Blazing Sun 2:00	Full Sun 3:00	Half Sun 20:00

Your kills will only count toward the objective if you perform them undetected. Silent Strikes are by far the best means of completing this Trial; the tricky part is tracking down each of the Watchers as they patrol four separate corners of the Hunting Ground. You can move far more quickly while crouched by rolling repeatedly rather than simply using the Left Stick and, naturally, the 'Low Profile' and 'Silent Sprint' Skills greatly reduce your chances of detection. Before you slide down the Slip-Line, scan the area below and Tag as many of the Watchers as possible with the Focus. Finally, remember that you do not need to be in tall grass to perform a Silent Strike; you may also simply sneak up behind an enemy and use the Skill before it detects you.

Slide down the leftmost slip-line to **Position A**, which will place you in immediate proximity to one of the Watchers; finish it with a Silent Strike and move counterclockwise to the next. If you accidentally set off the Stalkers' Alarm Mines, simply put as much distance as possible between you and the mines' location before the Stalkers can investigate (you'll already be well on the way toward your next target, but don't hesitate to take cover in the nearest patch of tall grass if it becomes necessary). Continue picking off the Watchers in a counterclockwise order so that you destroy the two nearest the plateau first, then the two further away in the vicinity of the Shell-Walker Crates. If you can't find the remaining Watchers, use the Focus to scan the area for their silhouettes and Tag them to keep them in your sights.

SLEIGHT OF CRATE TRIAL

Loot four Shell-Walker Crates.

Time Limits		
Blazing Sun **0:50**	Full Sun **1:30**	Half Sun **20:00**

You do not need to be concealed at any point during this Trial, but the stealth approach is much faster and less risky as the Shell-Walkers will immediately reclaim their crates when they detect a threat. There are a total of six Shell-Walker Crates in the area; they are grouped into two sets of three, meaning you'll have to visit both locations in order to fulfill the objective. Combat is completely optional here, so stick to the tall grass when possible and make every effort to circumvent enemies rather than wasting time fighting them.

When ready, slide down the middle Slip-Line to **Position B** and make your way directly toward the crates at **Position C [→▢ 1]**. Use the boulder as cover and throw Rocks to make any nearby enemies look the other way, then loot all three crates and skirt back around the boulder toward the crates at **Position D**. At this point you'll only need to loot



one more crate in order to clear the Trial, but you might as well loot them all if you can get away with it – just be sure to watch your back and make your escape as quickly as possible **[→▢ 2]**.

STALKER KILL TRIAL

Kill two Stalkers.

Time Limits		
Blazing Sun **2:00**	Full Sun **3:30**	Half Sun **20:00**

You do not need to be concealed at any point during this Trial, though staying out of sight will help minimize your risks and provide an initial advantage when you launch your attack. Before descending from the plateau, scan the area with the Focus and Tag any Stalkers in range **[→▢ 3]**. Crouch and slide down the middle Slip-Line to **Position B**, then carefully circle the nearby boulder counterclockwise at enough of a distance to avoid tripping the red Alarm Mines. The Stalker clings idly to the opposite side of the boulder, leaving it vulnerable to ambush before it detects a threat. Hit it with Freeze Bombs until the status lands, then quickly destroy it with Precision Arrows or Metal Bolts. If you haven't already tripped an Alarm Mine, do so now to attract the second Stalker and freeze it when it arrives, then mow it down with normal projectiles.

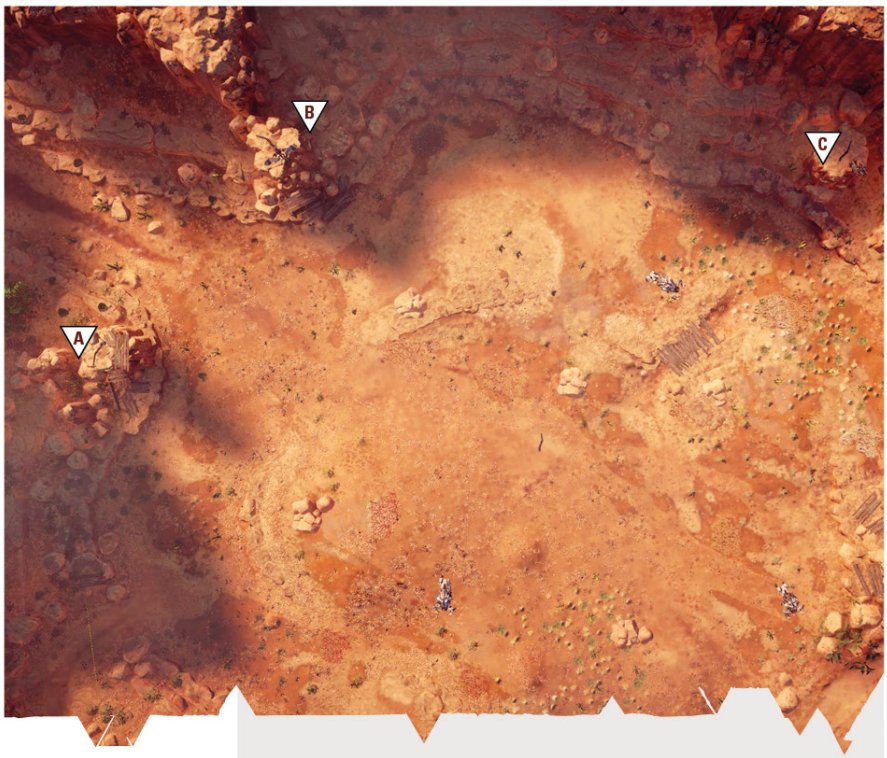




Greatrun Hunting Ground

Stamina Trials

The Greatrun Hunting Ground offers a set of Trials focused on tenacity and persistence. Two require use of a Ropecaster (any variant will work) and one of these also requires the 'Critical Hit' Skill, while the third is a race against a flock of Glinthawks attempting to scavenge the remains of destroyed Watchers. The Hunting Ground is located in a roughly circular basin rimmed with large rock walls and spires; tall grass is sparse here owing to the desert climate, so don't count on much cover other than the rocks themselves.



Pace Trial

Loot three Watcher carcasses before Glinthawks beat you to the prize.

Time Limits		
Blazing Sun 1:30	Full Sun 2:00	Half Sun 20:00

If you wait too long to loot the Watcher carcasses, they will be set upon by Glinthawks and scrapped; the Trial will automatically fail should the Glinthawks claim more than two carcasses. All but one of the five carcasses sit atop tall spires of rock; the fifth is on the ground in the center of the basin and should be avoided due to its proximity to the Tramplers.



Recommended Lvl.	20		
Rewards	Half Sun	Full Sun	Blazing Sun
	+2500	+2500	+2500
Complete One Trial	Half Sun Box	Full Sun Box	Blazing Sun Box
Complete All Trials (Once)	–	–	XP+ 10000 Skill Point +1

Enemy Group

Trampler (Lvl. 15)	Glinthawk (Lvl. 18)

Recommended Loadout

Weapon	Ammo Type
Any Ropecaster*	Tie Rope*
Carja Sharpshot Bow	Precision Arrow, Tearblast Arrow
Shadow War Bow	Freeze Arrow, Shock Arrow, Corruption Arrow
Carja Sling	Freeze Bomb, Shock Bomb

*Required.

To prevent the Glinthawks from getting an unsporting head start, slide down the left Slip-Line as soon as you've accepted the Trial and sprint to the rock formation directly ahead at **Position A [→▢ 1]**. Climb to the top and loot the dead Watcher, then run off the side and head for the spire at **Position B [→▢ 2]**. As before, climb to the top and loot the Watcher carcass, then run off the side (be sure to choose a safe landing zone that won't inflict too much fall damage) and head for the final carcass at **Position C [→▢ 3]**. If a Glinthawk moves in before you arrive, shoot it with a Precision Arrow to drive it away from the carcass.


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Parts Wrangling Trial

Tie down two Tramplers with the Ropecaster and destroy their Processing Units.

Time Limits		
Blazing Sun 1:30	Full Sun 2:30	Half Sun 20:00

You must destroy the Processing Units while the Tramplers are still tied down in order to fulfill the objective. Slide down the right Slip-Line and make for the nearest Trampler, then attach as many ropes as is required depending upon which Ropecaster variant you're using. When the Trampler is immobilized on the ground, move to its side and target the Processing Unit with Precision or Hardpoint arrows (explosives from the Blast Sling work as well) **[→▢ 4/5]**. Afterward, destroy the Trampler to prevent it from chasing you and repeat the process with one of the other remaining Tramplers. If you destroy two of the three Tramplers without meeting the Trial conditions, you'll automatically fail.


5

Tie Down Trial

Perform three Critical Hits on Glinthawks tied down with Tie Ropes.

Time Limits		
Blazing Sun 2:00	Full Sun 4:00	Half Sun 20:00

You may perform all three Critical Hits on the same Glinthawk as long as you can apply additional Tie Ropes before your target escapes. The best place to find Glinthawks is on the north side of the Hunting Ground; a group of Carja soldiers patrols the road along this edge of the zone and they will often already be fighting the Glinthawks by the time you arrive, providing both bait and a diversion. The 'Concentration' Skill is extremely helpful for improving the Ropecaster's accuracy against such highly-mobile airborne targets.

Sun Furrows Hunting Ground

Leverage Trials

The Sun Furrows Trials revolve around turning machines against one another, to which end you'll need to be able to Override Ravagers before you can clear all of the challenges here. This Hunting Ground is located in an enclosed gully surrounded on all sides by steep walls of rock; a Thunderjaw and two Watchers patrol the center while two Ravagers and another Watcher prowl the northern and southern borders. Due to its immense size and the lack of exits large enough to accommodate it, the Thunderjaw is effectively trapped in the gully with almost no avenue of escape **[→▢ 1]**.

It is important to note that you can remove the Heavy Weapons from the machines inside the grounds before starting any of the trials, and then leave it sitting below the slip-line ready for when you being. Doing so will shave large amounts of time off your actual trial attempts.

Recommended Lvl.	30		
Rewards	Half Sun	Full Sun	Blazing Sun
	+2500	+2500	+2500
Complete One Trial	Half Sun Box	Full Sun Box	Blazing Sun Box
Complete All Trials (Once)	–	–	XP+ 10000 Skill Point +1

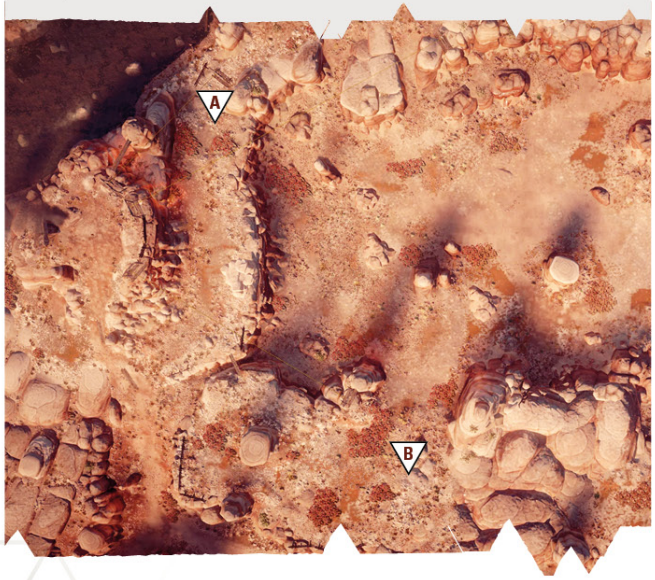
Enemy Group

	Watcher (Lvl. 5)		Ravager (Lvl. 20)
	Thunderjaw (Lvl. 27)		

Recommended Loadout

Weapon	Ammo Type
Carja Sharpshot Bow	Precision Arrow, Tearblast Arrow
Shadow War Bow	Corruption Arrow
Carja Sling	Freeze Bomb, Shock Bomb
Shadow Rattler	Metal Bolt, Freeze Bolt
Ravager Cannon*	Pulse Blast*
Disc Launcher*	Explosive Disc*
Spear*	RHO Overrides

*Required.





Ravager vs. Machines Trial

Remove and use a Ravager Cannon to kill two machines.

Time Limits

Blazing Sun	Full Sun	Half Sun
1:10	2:00	20:00

The easiest way to complete this trial is to use Tearblast Arrows to remove a Ravager Cannon before starting the trial, and then place it near the end of the leftmost slip-line at **Position A [→▢ 2]**. Starting the trial will reset the enemy alertness, so now you can simply slide down the slip-line



to where your cannon is waiting and use it to destroy the nearby patrolling Watcher and the Ravager just beyond. If, however, you want to do everything in one go to test your skill, then you'll want to still start by taking the leftmost slip-line down to **Position A**, and from there use a Tearblast Arrow to remove the Ravager Cannon. To ensure that you reach the cannon safely it's worthwhile trying to detonate the Power Cell on the Ravager's back with a Shock Arrow to stun it, otherwise you'll need to sprint past the beast to reach it. Once you have the cannon, quickly use it to destroy the Ravager and the Watcher patrolling nearby before the enemies from the other side of the area can close in.

Ravager Control Trial

Override two Ravagers, and then defeat the Thunderjaw.

Time Limits		
Blazing Sun **2:40**	Full Sun **4:00**	Half Sun **20:00**

You will not be allowed to accept this Trial until you've obtained the RHO Overrides, which allow you to Override Ravagers. To complete the trial, you need to Override both Ravagers within the grounds, and then kill the Thunderjaw that occupies the central basin. It doesn't matter what kills the Thunderjaw, but using a Heavy Weapon will save you a lot of time if you're going for a Blazing Sun. Before starting the trial, remove a couple of Heavy Weapons from the machines in the area (the Ravager Cannon and Disc Launcher are equally effective, so which one you use is down to personal preference) and have them ready to go near **Position A**. When you start the trial, go down the rightmost sip-line this time towards **Position B** and use the tall grass to mask your approach as you close in to Override the Ravager there **[→▢ 3]**.

That Ravager will usually start fighting the Thunderjaw, so you need to be quick to reach the other Ravager before it gets dragged into the battle. Run back around the basin towards **Position A**, and either use a Shock Arrow to detonate the Power Cell on the Ravager, or use the Knock Down Skill if you have it to create a window of opportunity to Override the machine **[→▢ 4]**. Once both Ravagers are under your control, head to your Heavy Weapon cache and use them to finish off the Thunderjaw as quickly as possible.





Thunderjaw vs. Ravager Trial

Deal both Ravagers a killing blow with the Thunderjaw's Disc Launchers.

Time Limits		
Blazing Sun **2:00**	Full Sun **2:30**	Half Sun **20:00**

As with the other trials at this Hunting Grounds, taking some time to properly prepare is the key to getting that Blazing Sun Medal. Retrieving the Disc Launcher you require while under the added time constraint of the trial can be quite difficult, so it's best done beforehand when you can take the time required to safely remove a Disc Launcher from the Thunderjaw and bring it back to **Position A**. Using Tie Ropes to incapacitate the Thunderjaw and the Ravagers after you remove the Disc Launcher is one of the best methods of doing just that, and as long as you're careful with your aim, one Disc Launcher is sufficient.

When you begin the trial, take the slip-line straight down to **Position A** and use the Disc Launcher to kill the Ravager just ahead of where you land. The second Ravager will usually come running straight to you, so use the rocks for cover from the Thunderjaw until the Ravager comes into view, and then finish it off with the Disc Launcher to complete the trial.



CAULDRONS



These mysterious facilities left by the Old Ones serve as automated factories where machines are fabricated. Never intended to be touched by human hands, Cauldrons are protected by heavy mechanized security and near-impenetrable defenses; of those few with the courage and ingenuity to gain entry, none have escaped to tell of the secrets kept within. The secrets in question, however, are precisely your objective: reaching the heart of a Cauldron and overriding the facility's computer Core will yield schematic data on every machine manufactured at that site, adding those models to your repertoire of Overrides. Despite the danger, clearing Cauldrons provides tremendous tactical advantages and should always be among your top priorities.

CAULDRON SIGMA



Recommended Lvl.	8
Rewards	
+4000	+1
Overrides	SIGMA
Overrides Gained	
Grazer	Lancehorn
Scrapper	Sawtooth
Enemy Group	
Watcher (Lvl. 5)	Scrapper (Lvl. 8)
Shell-Walker (Lvl. 18)	Fire Bellowback (Lvl. 18)

Recommended Loadout

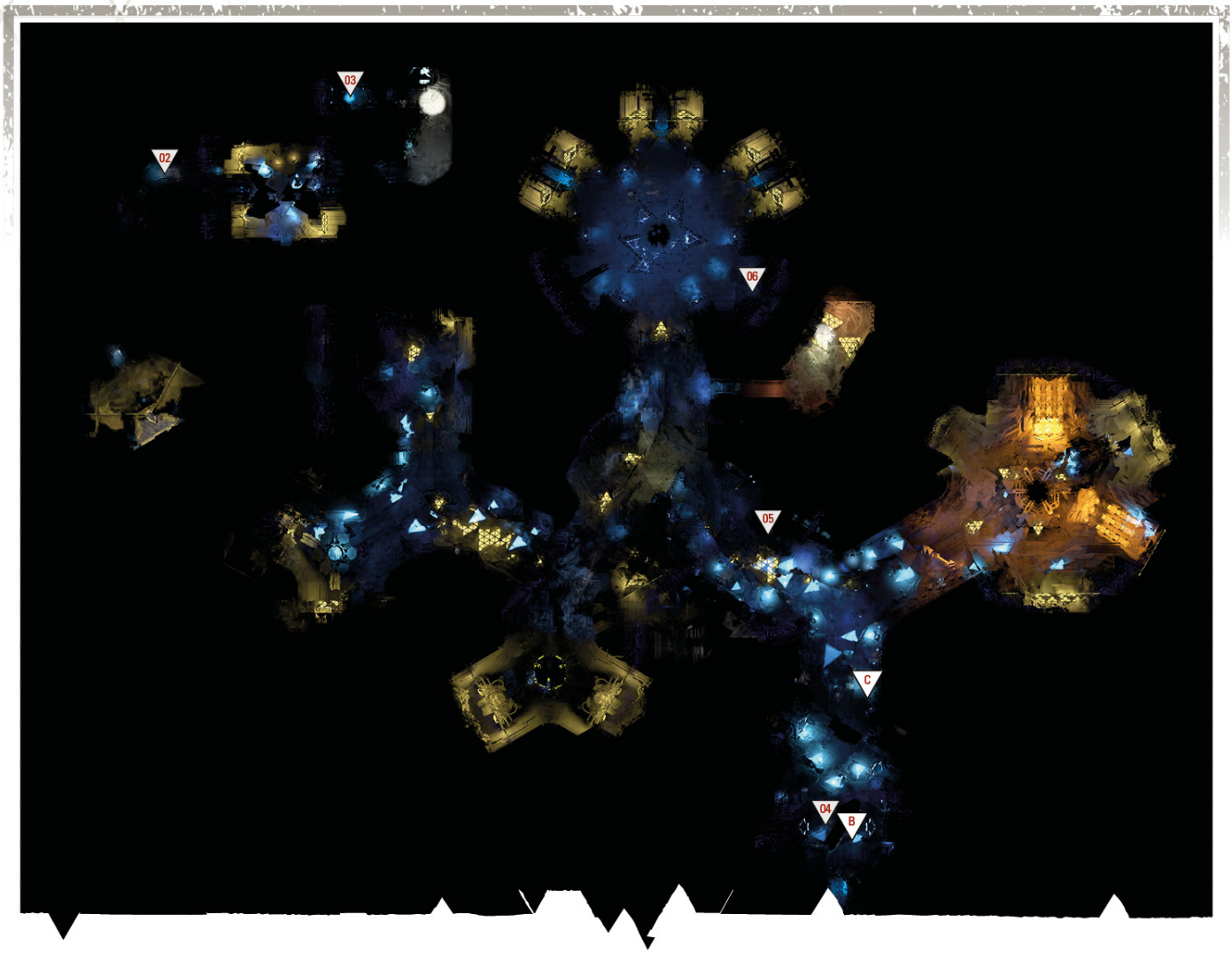
Weapon	Ammo Type
Carja Sharpshot Bow	Precision Arrow, Tearblast Arrow
Shadow War Bow	Shock Arrow, Corruption Arrow
Carja Sling	Freeze Bomb, Shock Bomb
Carja Tripcaster	Shock Wire, Blast Wire
Trap	Shock Trap
Trap	Blast Trap
Trap	Detonating Blast Trap

ENTERING SIGMA

01 You'll learn the location of this Cauldron from Dral in Mother's Crown. Head due north from the settlement – the Focus will eventually detect an Unknown Signal which will lead you straight to the Cauldron **[→▭ 1]**. Exercise caution when approaching the entrance – not only is it heavily guarded by several Watchers and a pair of Scrappers, but Shell-Walker Convoys will occasionally pass through the area along the nearby road. Take cover in the tall grass at **Position A** and draw them to you one by one with Lure Call, then finish them with Silent Strikes. If any of the machines survive a Silent Strike, immediately follow up with heavy melee attacks to knock them down, then finish them with Critical Hits.

When the area is clear, Override the Cauldron door and walk straight across the antechamber beyond. Use the Rappel Point in the alcove at the back of the chamber to descend into the Cauldron depths, then locate a small luminescent pyramid-shaped Supply Crate in the





northeast corner of the room – these have a very different appearance inside Cauldrons, so keep an eye out for them as you proceed. When ready, enter the conduit leading out of the room to the northwest and carefully cross the beam spanning a pit just past the bend. As you approach the end of the conduit, Aloy will comment on a triangular vent in the room beyond; shoot this vent with a Hunter, Hardpoint or Precision Arrow to release an inert gas which functions in the same way as tall grass to obscure your presence from enemies **[→▭ 1]**.



Gas Clouds

02 Hide in the cloud of gas from the vent and Override or destroy the Watcher just beyond, then follow the conduit until it opens into a large room patrolled by two more Watchers. Destroy the vents in this room and use the gas for cover while you eliminate the Watchers; keep an eye on the Stealth Indicator to ensure that you're close enough to the vent to remain hidden in the gas **[→▭ 2]**. Exit the room to the east and pass north through a small cavern, looping back west into another conduit at the other end. There are several Medicinal Plants in the cavern, so be sure to gather them along the way if your Medicine Pouch isn't already full.


2

Creating Bridges

03 Climb the ladder and continue around the corner to the left. In order to reach the opposite terminus, you'll have to Override the Network Uplink console on the left side of the ledge (Aloy will comment on this as you approach) **[→▢ 3]**. Doing so will create a bridge spanning the gap to the south; cross it, loot the nearby Supply Crate and proceed south through the conduit ahead. After turning a few corners you'll come to an east-facing door which you must Override to pass – after doing so, proceed carefully onto the ledge overlooking an enormous corridor and loot the Supply Crate to your right. Proceed to the elevated section of the ledge directly beneath the magnetic transport carts and grab onto one as it passes overhead; avoid falling from the ledge at all costs as landing on the electrified floor below means instant death **[→▢ 4]**.

Aloy will automatically let go of the rail cart when it reaches the end of the corridor at **Position B**. Look to the north, where maglev carts are emerging from behind a force field – grab onto one and ride it across the gap to the west, but be sure to drop back to the ground before the cart enters the force field on the other side. Loot the Supply Crate to the north, then face south and climb the glowing handholds to a ledge with another Supply Crate; after looting it, drop back down to the ledge below and scan the area to the north with the Focus. Note the locations of several vents scattered throughout the area ahead and hit as many of them as possible with arrows from the safety of your current location, then Tag any Watchers in range.

Clearing the Enemies

04 Using the vents and the irregular terrain for cover, Override or Silent Strike each of the Watchers in your path as you make your way to the north. You'll need to either Override another Network Uplink terminal to cross a gap just past the first group of Watchers, or move to the right side of the corridor and ride another maglev cart to a ledge on the left. Across the gap you'll see a raised path on the right side of the corridor and a lower path through the center among stacks of large storage crates. Several Watchers and a Shell-Walker patrol the area ahead; you can sneak past them using the raised path or thin out the Watchers by hiding in the gas clouds from the vents and performing Silent Strikes in conjunction with Lure Call. Alternately, overriding the Watchers can help weaken the much stronger Shell-Walker.

If you choose the raised path on the right, you can climb a series of small handholds at the top of the ramp at **Position C** to reach a ledge with a Supply Crate. This spot provides exceptional cover and is completely inaccessible to the machines, so you may use it as a sniper's perch from which to pick off the machines prowling below. At the far end of this ledge is another series of handholds leading across the corridor to the north; using these will allow you to bypass the entire encounter below without having to fight any of the enemies in this section of the corridor, though you'll miss a Supply Crate on the ground level directly beneath the ledge where you'll land. Regardless of which route you follow to this spot, proceed north to another Network Uplink Terminal overlooking the maglev line.


3


4

Path to the Core

05 Search behind a stack of large storage crates along the wall north of the Network Uplink and you'll find a Supply Crate – loot it before you Override the terminal and afterward cross the gap to the west. Loot the Supply Crate just past the bridge and continue along the ledge to the northwest. After a short drop to a lower ledge, loot another Supply Crate and slide down the Slip-Line ahead, then climb the handholds in the wall on your left to a ledge with another Network Uplink terminal **[→▢ 1]**. Override the terminal, cross the bridge to the east and loot the Supply Crate at the end of the conduit ahead. Rappel into the cavern below, turn around and loot another Supply Crate directly beneath the ledge from which you entered **[→▢ 2]**.

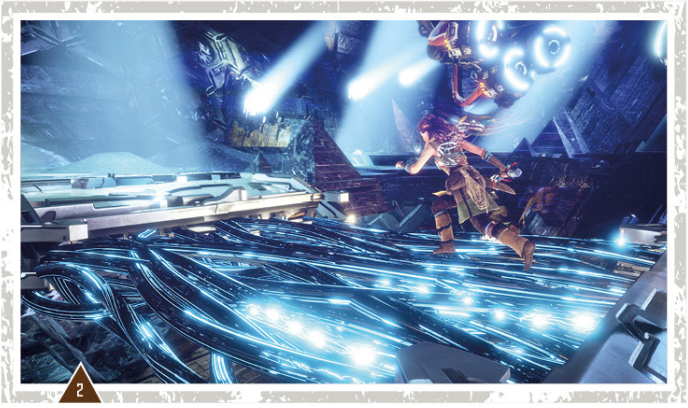
After gathering as many of the Medicinal Plants in the cavern as you can carry, make your way to the northeast corner and loot the Supply Crate on the small ledge along the wall, then jump across the gap and grab one of the handholds on the opposite platform. Loot the Supply Crate on the right side of the hatchway and pass through the conduit to the west onto a ledge overlooking the Cauldron's Core.

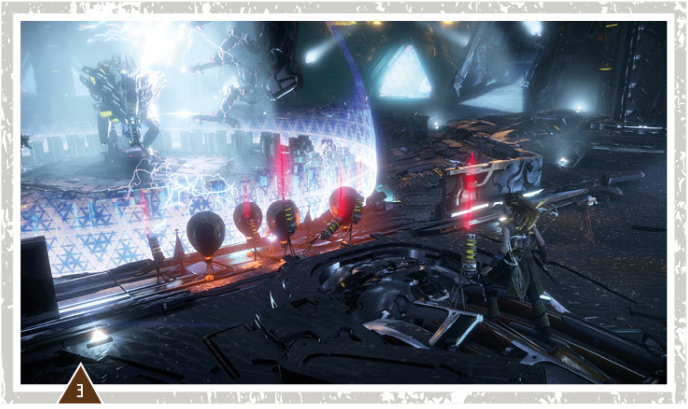
The Core

06 Rappel to the ground level and Override or eliminate the two Watchers patrolling the fabrication platform in the center. The Fire Bellowback will be unable to attack until you've deactivated the Discharge Pylons surrounding the Core, so take the opportunity to loot all of the Supply Crates around the room's perimeter before things heat up. While the Bellowback itself cannot be harmed as long as the force field surrounding the central platform is active, it is a good idea to place a few Traps on the ground directly between the Bellowback and whichever pylon you plan to climb as a means of preemptive strike once the shield is down **[→▢ 3]**. When you've finished your preparations, climb the Discharge Pylon and Override the terminal at the top to deactivate the shield.

As soon as you've Overridden one of the Discharge Pylons, all three will retract into the floor and the barrier surrounding the fabrication platform will disappear. The Fire Bellowback will automatically lock onto you at this point and three more Watchers will enter the room through the shielded conduits along the walls, so roll off the pylon as it retracts and immediately crouch as close to the outer wall as possible. Beware that the Core chamber affords very little cover apart from the struts along the walls and the low barriers encircling the fabrication platform, so you'll have a hard time staying out of sight without a set of Nora Silent Hunter Attire.







Be sure to keep any traps you placed on the ground directly between yourself and the Bellowback so that it walks into them as it advances toward you; as soon as it hits them, target its Cargo Sac with Precision Arrows to create a massive explosion that will engulf the Watchers if they're in range. With the Bellowback's fire attacks disabled, focus your attacks on its Gullet to generate a second detonation which should finish off any remaining Watchers and leave the Bellowback crippled and burning. Finish the Bellowback with Freeze Bombs and Precision or Hunter Arrows, then Override the Core unit that rises from the fabrication platform in the center of the room.

Cauldron RHO



Recommended Lvl.	11

Rewards

+6000	+1

Overrides	RHO

Overrides Gained

Longleg	Shell-Walker
Trampler	Snapmaw
Ravager	

Enemy Group

Watcher (Lvl. 5)	Ravager (Lvl. 20)
Longleg (Lvl. 13)	Snapmaw (Lvl. 20)

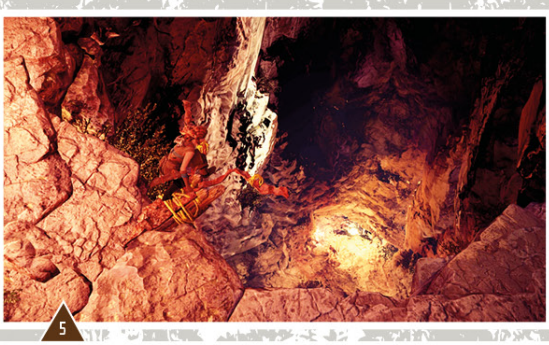
Recommended Loadout

Weapon	Ammo Type
Carja Sharpshot Bow	Precision Arrow, Tearblast Arrow
Shadow War Bow	Shock Arrow, Corruption Arrow
Carja Sling	Freeze Bomb, Shock Bomb
Carja Tripcaster	Shock Wire, Blast Wire
Trap	Shock Trap
Trap	Blast Trap
Trap	Detonating Blast Trap

Gaining Entry

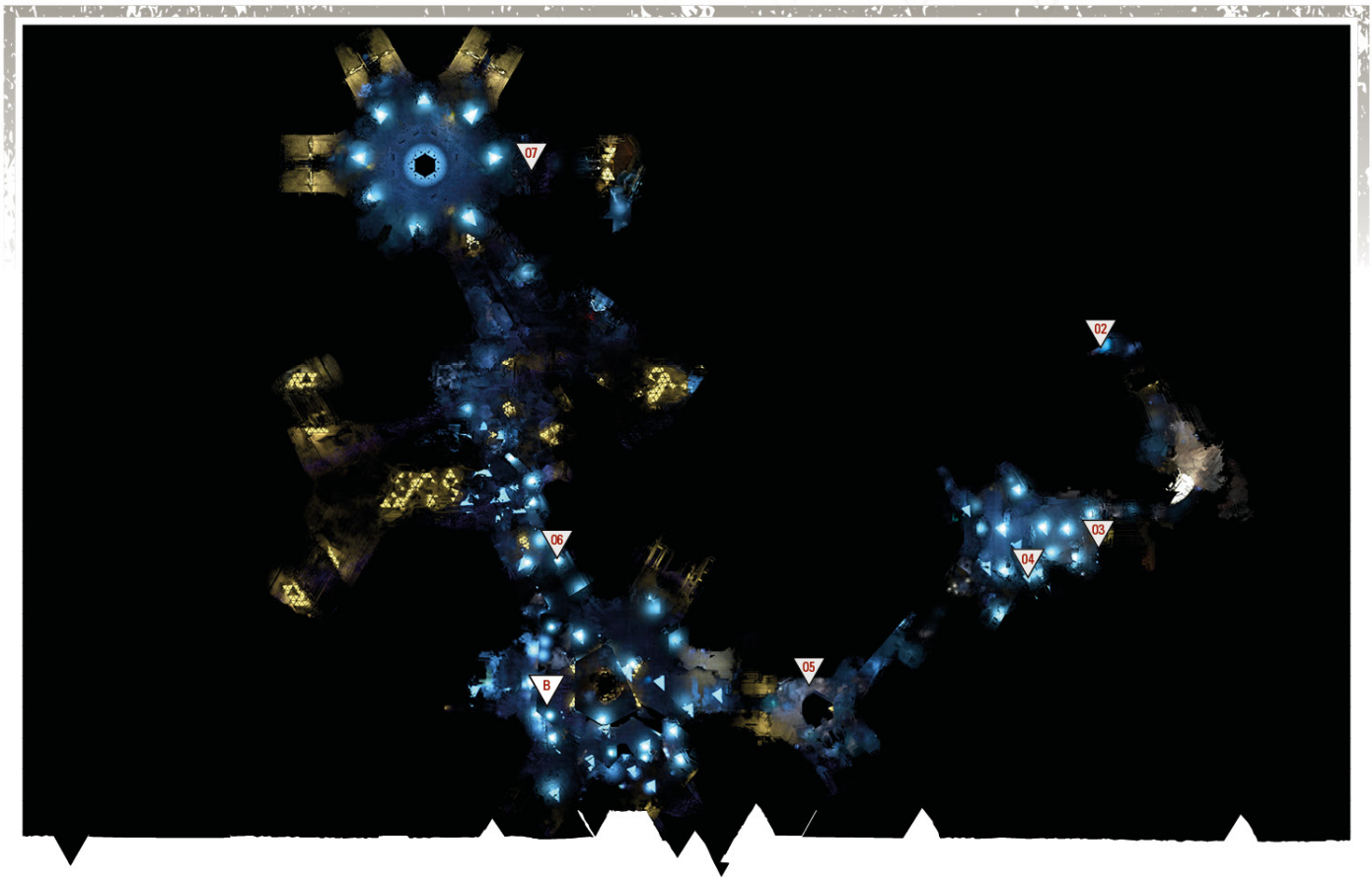
01 Sneak into the tall grass at **Position A** and draw the nearby Watchers toward you one by one with Lure Call, then either Override them or eliminate them with Silent Strikes. To enter Cauldron RHO, follow the edge of the pit below the entrance north until you reach a darkened section of the ledge below with a set of conspicuous white handholds visible from above. Drop from this spot to the ledge below and locate another set of handholds directly ahead leading further down **[→▢ 4]**. Use these handholds to reach the ledge below, then cross the pipe and use the Rappel Point to descend to the bottom of the pit **[→▢ 5]**. Follow the wall clockwise to another set of handholds and descend, then proceed past the corpses of two Bandits into the cavern.





Inside the Cauldron

02 At the end of the cavern, Override the door and enter the conduit beyond. Sneak up on the Watcher blocking your path and eliminate it with a Silent Strike, then shoot the glowing hub at the center of the Turbine on the left wall to reverse its polarity. Jump and grab onto one of the handholds protruding from the edge of the Turbine and ride it to the other side of the pit, then press on through a small cavern and into the hatchway at the far end. Drop down to the lower section of the conduit and Override the door at the end, then sneak out onto the ledge and hide in the cloud of gas escaping from the nearby vent. From this location, draw the two Watchers in the room toward you with Lure Call and destroy the first, but Override the second if possible and allow it to distract the patrolling Ravager while you sneak south to the next vent.



A Short Cart Ride

03 Destroy the vent and hide in the gas it emits while you shoot the hub of the nearby Turbine to invert its rotation. Ride the turbine to the ceiling and jump onto one of the maglev carts above you, but be careful not to ride it for too long – drop back to the ground as soon as you pass over the ledge with a Storage Crate just past the Turbine. The Ravager can't reach you on this ledge, so use the opportunity to knock off its cannon with Tearblast Arrows and snipe it from a safe perch before overriding the Network Uplink terminal to the north. Cross the bridge, ride the Turbine to the west and Override the Field Generator on the other side to deactivate three sections of the force field to your left. Before you leave, however, enter the conduit to the right of the Field Generator and loot the Supply Crate at the far end.

A Longer Ride

04 Return to the maglev carts and this time ride one all the way through the section of the force field you just deactivated. Drop to the ground before the cart passes through a second, smaller force field and examine the ceiling to the northwest. You'll see a stack of large storage crates leading up to a Turbine whose hub you must shoot in order to proceed; do so and climb the crates to reach the handholds, then ride the Turbine across the gap and drop to the platform on the other side. Pass through the conduit on your left and hide in the gas from the first vent at the end, then Override the nearby Watcher and use Lure Call or a few arrows to draw the two Watchers from the ground level up to the ledge. Finish any stragglers that survive the ensuing battle and circle the edge of the room clockwise.

The Blaze-Processing Chamber

05 Pass the door on the ground level (don't open it yet) and continue clockwise to a set of glowing handholds leading up to the ledge across from the room's entrance. Climb to the top, loot the nearby Supply Crate and proceed southwest to an open hatchway and another Supply Crate. Pass through the hatchway and out the other side onto a ledge overlooking the Cauldron's Blaze-processing chamber. This ledge is completely inaccessible to any of the enemies in the room, so use the opportunity to snipe the machines

below and take out as many as possible. Corruption Arrows are helpful for grouping enemies together in your field of view, and you can eliminate the Ravager and both Longlegs by targeting their Power Cells with Shock Arrows. When you've destroyed as many enemies as you can reach, retrace your steps to the previous room.

Return to the door on the ground level, then turn and face east. Cross the room to the Supply Crate directly ahead, then return to the door again and Override it. Pass through the door and immediately turn right, up the ramp to the second level. Follow the wall counterclockwise to a Turbine and ride it up to a high ledge with maglev carts passing overhead. Loot the Supply Crate to your left and ride one of the carts across the room – let go just before the cart enters a shielded tunnel and you'll land next to a vent. Hide in the gas while you wait for an opening to Override the Network Uplink at **Position B** (or simply Override it if you've already cleared the enemies from the room), then cross to the central platform and Override the Field Generator to open three sections of the force field to the north.

Accessing the Core

06 Pass through the rightmost opening in the northern force field and ride the two Turbines to the other side. Jump off the end of the ramp to the northwest and grab one of the handholds on the other side of the gap, then pull yourself up to the ledge and loot the Supply Crate above. Follow the wall on your left and proceed along the edge of the corridor to a Network Uplink terminal overlooking the Cauldron's Core. Override the terminal, cross the bridge and pass through the conduit to the northeast. At the other end, loot the Supply Crate on the ledge and collect as many of the nearby Medicinal Plants as you can carry, then drop from the ledge into the pool of water below. Pull yourself up to the ledge, enter the hatchway and rappel down into the Cauldron's Core chamber.

Enemy Group

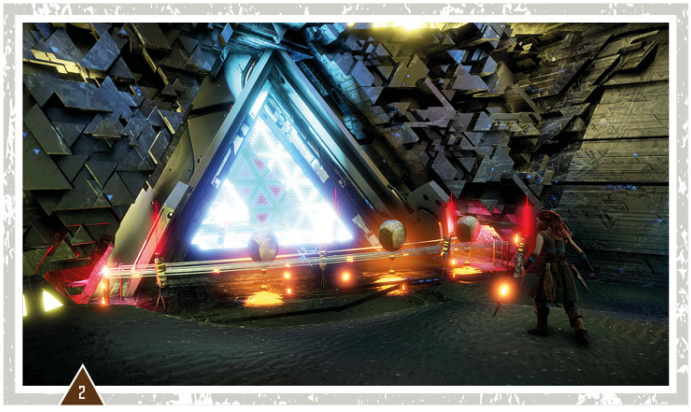
Type	Lvl.	Page
Watcher	5	132
Ravager	20	197
Snapmaw	20	203

The Core

07 Eliminate the two Watchers patrolling the room and begin making preparations for the battle ahead **[→▭ 1]**. Beware that you will also face one Ravager in addition to the Snapmaw occupying the fabrication platform; the Ravager will enter through the shielded tunnel on the south side of the Core chamber, so you may want to block that entrance with Traps or Tripwires to repel your uninvited guest before it can ruin the party **[→▭ 2]**. It is also wise to secure the vicinity of your desired Discharge Pylon in the same manner as a countermeasure against the Snapmaw's inevitable pursuit. Loot all of the Supply Crates along the walls and when ready, Override one of the Discharge Pylons to initiate the battle.


1

There is one spot in the chamber that provides a fair amount of cover: the triangular platform on the north side of the room. It is possible to jump onto this platform from the left corner or from the nearby pylon as it retracts, at which point you can hide behind the console in the center and strike your targets with Corruption Arrows to turn them against each other. You may also use other ranged attacks from here, but do so with caution as you are still somewhat vulnerable to the Snapmaw's Freeze Cannon in this spot. Elemental bombs are especially effective here, as are Rattler-type weapons once your targets have been frozen. When you've eliminated both the Snapmaw and the Ravager, the Core unit will rise from the fabrication platform; Override it to complete the Quest and automatically exit the Cauldron.


2

Cauldron XI

Recommended Lvl.	18

Rewards

+8000	+1

Overrides	XI

Overrides Gained

Fire Bellowback	Stalker
Freeze Bellowback	Behemoth
Glinthawk	

Enemy Group

Cultist Thug (Lvl. 6)	Cultist Sniper (Lvl. 6)
Cultist Heavy (Lvl. 15)	Cultist Punisher (Lvl. 6)
Cultist Priest (Lvl. 12)	Cultist Dredger (Lvl. 6)

Recommended Loadout

Weapon	Ammo Type
Shadow Sharpshot Bow	Precision Arrow, Tearblast Arrow
Shadow War Bow	Shock Arrow, Corruption Arrow
Shadow Sling	Freeze Bomb, Shock Bomb
Shadow Tripcaster	Shock Wire, Blast Wire
Trap	Shock Trap
Trap	Blast Trap
Trap	Detonating Blast Trap







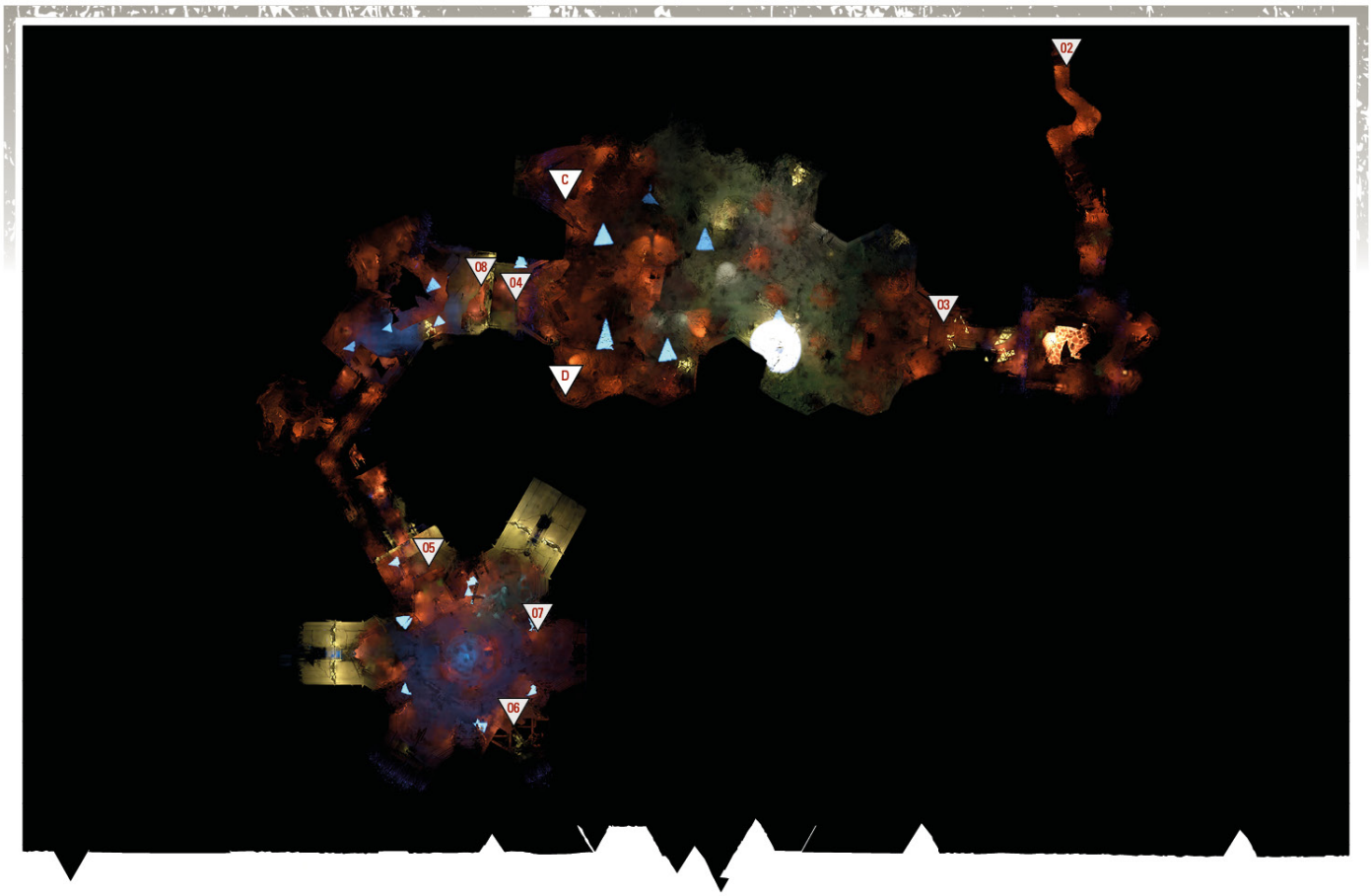
Accessing the Cauldron

01 Approach the Eclipse camp from the north, along the path past the Campfire at **Position A**. Wait for the guards patrolling beyond the gate to pass by, then sneak forward into one of the patches of tall grass just inside the camp. From here you may either draw the Cultists toward you with Lure Call and kill them from the grass with Silent Strikes, or throw Rocks toward the green Blaze Containers to lure the Cultists toward them and then detonate the barrels with Fire Arrows. Alternatively, you may Override one or more of the Chargers grazing outside the north entrance and position them just outside the gate; once the ambush is set, simply draw the Cultists into your trap with Lure Call, take cover behind a rock or in a patch of grass and let the Chargers do the rest **[→▢ 1]**.

Once you've cleared the camp, search the scaffolding in the center of the excavation pit for a Supply Crate and an Excavation Key (most of the Cultists in the area also carry Excavation Keys that can be looted from their corpses). Loot a second supply crate just east of the excavation ditch and proceed up the catwalks to the dig site entrance at **Position B**. Loot the Supply Crate on the ground to the west, then open the door to the south using the Excavation Key. If you haven't already used up all the ammunition in the Deathbringer Gun dropped by the Cultist Heavy, bring the gun with you for a little extra firepower.

Descending the Walkways

02 Sneak quietly through the cavern and headshot or Silent Strike the two Cultist Thugs conversing a short distance ahead **[→▢ 2]**. Loot the two Supply Crates a little further on and sneak



carefully through the triangular hatchway into the remains of Cauldron XI. Loot the Supply Crate to your right and take cover behind the nearby stacks of equipment as you headshot the Cultists patrolling this room and the scaffolding below; you can reach every Cultist (or Blaze Container if you prefer that method) from the Supply Crate's location in the corner **[→☐ 3]**. When the room is clear, proceed along the catwalks to another Supply Crate and loot it. From this location, look across the water to the southeast and take note of another Supply Crate behind the scaffolding – swim over and loot it, then return to the west and proceed through the large passageway.



The Cavern

03 You'll emerge on a platform overlooking an enormous cavern reclaimed by the wild. Many Cultists patrol the floor below, but they are unable to reach your perch, so snipe as many of them as possible using Precision Arrows, or by detonating the Blaze Containers scattered throughout the area. When you've eliminated all the Cultists that you can reach from the ledge, loot the Supply Crate to your left and use the Rappel Point to descend to the cavern floor, then climb the nearest scaffold where a Cultist was initially perched and loot the Supply Crate on the upper level.

You'll need to work your way to the western end of the cavern while avoiding or eliminating the Cultists in your way. The area is large and offers ample cover, so use this to your advantage as you proceed. The Nora Silent Hunter Outfit is especially helpful here, and all the more so when





augmented with Stealth Weaves. It's not necessary to kill all of the Cultists in this section of the Cauldron (in fact, leaving a few alive might prove to your advantage later); you may simply sneak past those who do not directly obstruct your path **[→▢ 1]**.

Headshot and Silent Strike your way toward the torchlit platform at the far end of the chamber, making a detour to each of the dead Tallnecks along the way. Climb the scaffolding surrounding their remains and loot the Supply Crates hidden atop their heads (and on the lower level of the scaffold surrounding the westernmost Tallneck). Take note of these locations for later – they make good sniper's perches, complete with Medicinal Plants close at hand. Before you proceed to the next section of the Cauldron, make another detour to a dark corner of the cavern under a ledge at **Position C** to loot a Supply Crate surrounded by a small pool of water; finally, make one more detour to another Supply Crate on a ledge at **Position D**. When ready, ascend the ramp to the chamber's western exit.

Corridor to the Core

04 Proceed carefully through the passageway – falling into the derelict blast furnace in the center of the first chamber means instant death. Skirt the edge of the room and continue down the ramp to the southwest into a small cavern. Gather as many of the Medicinal Plants here as you can carry, then follow the wall counterclockwise and climb onto the ledge leading into a conduit to the southeast. Pass through the conduit and drop down into a wider corridor. Move carefully and quietly – the Cauldron Core chamber ahead is overrun with Eclipse Cultists. Although you won't have safe access to the chamber to lay traps, you can still use this opportunity to trap the corridor through which you entered, creating a buffer that you can use to slow the waves of incoming enemies **[→▢ 2]**.

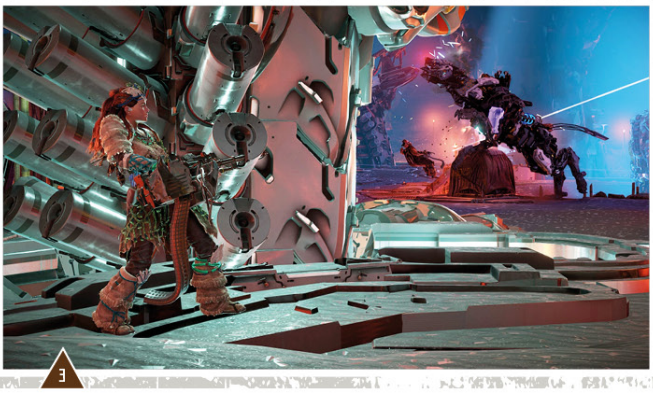
Reaching the Core

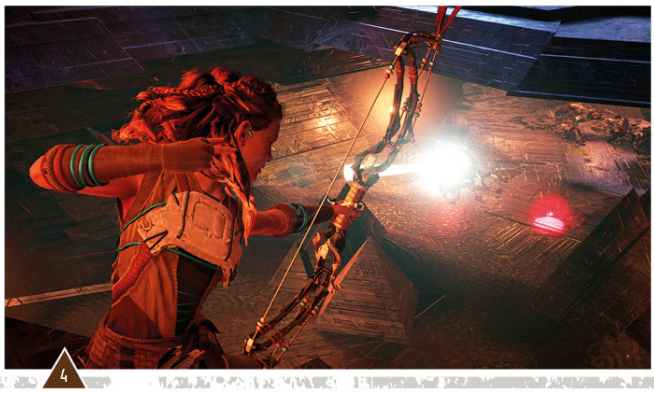
05 When ready, sneak to the end of the corridor and shoot the Cultist Heavy directly ahead of you with Corruption Arrows. Keep the Heavy corrupted until the other Cultists in the area finish him, then pick off the stragglers with headshots from the cover of the crates at the Core chamber entrance. If you're spotted, fall back to the hallway and hide in the corner near where you dropped down from the conduit above; any Cultist that attempts to pursue you will run into the traps you placed across the hallway. Once the room is clear, conduct a thorough search of the area and loot the corpses or Supply Caches.

Finally, collect any unused Traps or Tripwires (provided that you have the 'Disarm Traps' Skill) and replace them between the chamber entrance and the Core unit, as well as across the hatch on the west side of the chamber. If you have the Shadow Blast Sling, consider using it to scatter some Proximity Bombs on top of the scaffolding above the corridor through which you entered the room. When ready, carry the Deathbringer Gun dropped by the Cultist Heavy to the southeast corner of the room and place it on the ground behind the Discharge Pylon, then return to the Core unit and Override it.

Enemy Group

Type	Lvl.	Page
Cultist Thug	6	248
Cultist Sniper	6	248
Cultist Heavy	15	251
Cultist Punisher	6	248
Cultist Priest	12	245
Cultist Dredger	6	245
Watcher	5	132
Scrapper	8	151
Ravager	20	197


3


4

AFTER THE OVERRIDE

06 As soon as you Override the Core, sprint back to the spot where you placed the Deathbringer Gun and crouch behind the Discharge Pylon as a gang of Eclipse Cultists storms into the chamber through a conduit directly above the entrance. The traps you placed at the base of the scaffolding from which they'll drop should thin them out; avoid engaging them and wait out the countdown timer until a group of Watchers, Scrappers and a Ravager charge into the chamber through the western hatch. Any machines which survive the traps you placed in that location will engage the Cultists, so stay hidden behind the pylon and allow them to fight until only one side remains. The Deathbringer Gun is your contingency – use it if you're spotted and to mop up any remaining enemies after the battle **[→▢ 3]**.

Enemy Group

Type	Lvl.	Page
Cultist Thug	6	248
Cultist Sniper	6	248
Cultist Punisher	6	248
Cultist Priest	6	245
Cultist Dredger	12	245
Scrapper	8	151
Stalker	18	182

THE ROUTE BACK

07 When the room is clear, loot all of the Eclipse corpses and machine carcasses and walk up the ramp on the north side of the Core unit. The Discharge Pylon has risen to bridge the gap that previously prevented passage, so make your way across to the upper conduit leading northwest. As you emerge at the other end, you'll witness two Cultists being ambushed and killed by a Stalker; use the safety of your perch to knock off the Stalker's Stealth Generator and Mine Launcher, then finish it with arrows or bombs and drop down to the floor below **[→▢ 4]**. Circle the perimeter of the room counter-clockwise, past the recycling forge on your right and up a ramp to a dead end with several Supply Crates. Continue counter-clockwise around the upper level until you reach the east side, then drop down to the door directly below you and Override it.

BACK IN THE CAVERN

08 Sneak through the door and back into the enormous cavern. With the Cauldron back online, this area is now patrolled by three Stalkers which prowl back and forth across your path; you'll need to either destroy them or sneak across the chamber through patches of tall grass to reach the arcing Discharge Pylon where you originally entered. If you choose to sneak, pay close attention to the path ahead of you: though well-camouflaged by the environment, the Stalkers' stealth fields are not perfect and you can spot them by the moving distortions of light they create. If you prefer to fight, perch on the Tallnecks' heads and snipe the Stalkers from above with Tearblast Arrows to destroy their Stealth Generators and Dart Guns before finishing them with other projectiles – Shock Bombs and Bolts are especially effective.

When you reach the eastern end of the chamber, headshot the Cultist Heavy on the scaffold below the exit and climb the Discharge Pylon, then jump onto the handholds on the wall just above it and make your way to the ledge. A battle between several Cultists and a group of machines rages ahead; whether or not you choose to interfere is up to you, but you'll have trouble getting through until the passage is clear, so it's best to wait until only one side is left standing and finish the survivors afterward. Continue retracing your steps up the scaffolding and back through the cavern to the dig site exit, but proceed carefully to avoid drawing attention from the large group of machines slaughtering the remaining Cultists outside. Participation is optional; the quest is complete as soon as you step outside.

Cauldron ZETA

Recommended Lvl.	20

Rewards

+10000	+1

Overrides	ZETA

Overrides Gained

Rockbreaker	Thunderjaw
Stormbird	

Enemy Group

Watcher (Lvl. 6)	Stalker (Lvl. 18)
Redeye Watcher (Lvl. 10)	Thunderjaw (Lvl. 27)

Recommended Loadout

Weapon	Ammo Type
Shadow Sharpshot Bow	Precision Arrow, Tearblast Arrow
Shadow War Bow	Shock Arrow, Corruption Arrow
Shadow Sling	Freeze Bomb, Shock Bomb
Shadow Tripcaster	Shock Wire, Blast Wire
Trap	Shock Trap
Trap	Blast Trap
Trap	Detonating Blast Trap




1


2

Approaching ZETA

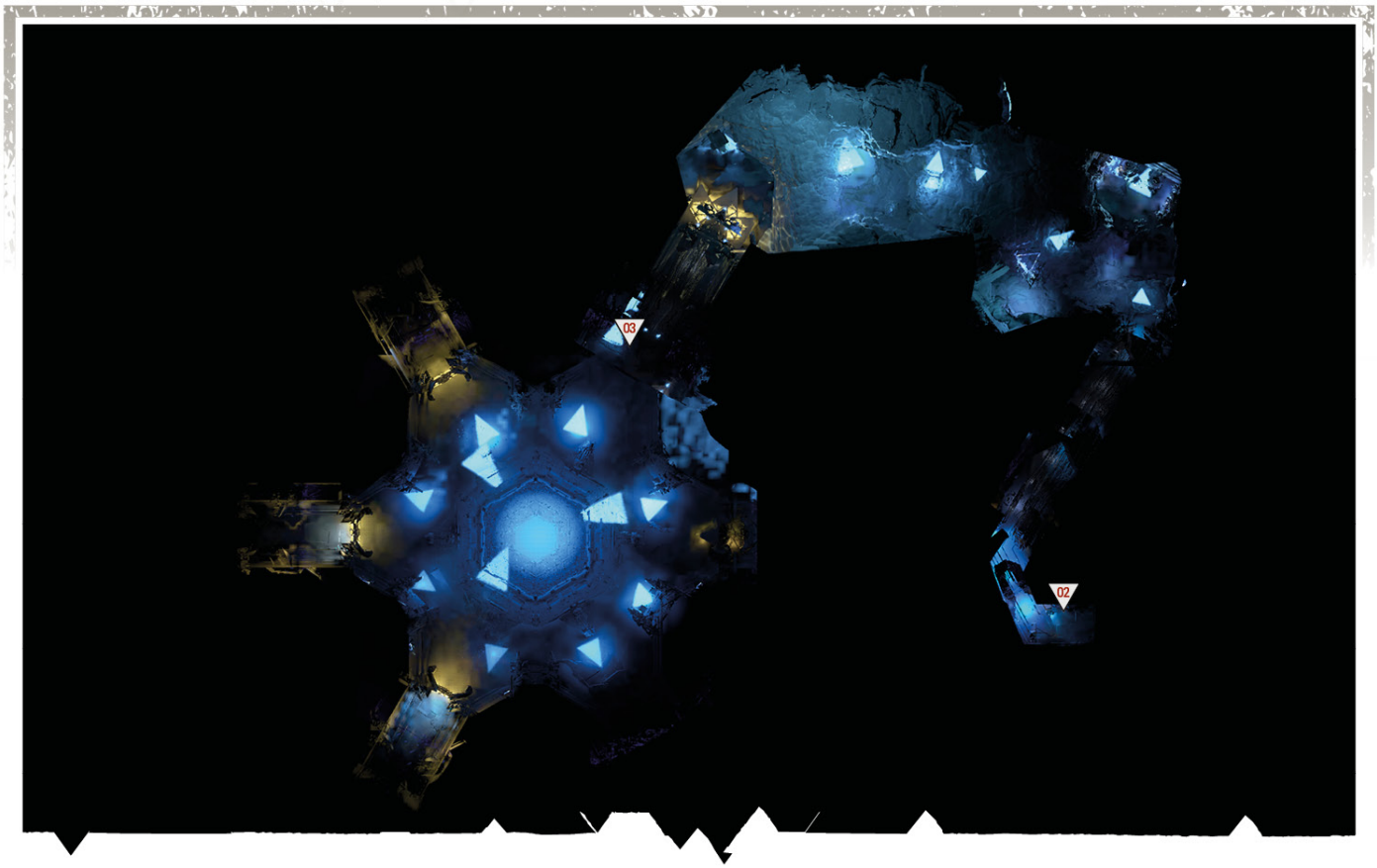
01 The safest direction from which to approach Cauldron ZETA is through the Scrapper Site to the southwest. The direct path from the main road is guarded by three Stalkers and is occasionally used by Shell-Walker and Behemoth Convoys, which can cause battles to get out of hand very quickly if you haven't completed Cauldron XI. If you have the XI Overrides you may take the direct approach to the Cauldron entrance from the south, then simply hide in the tall grass at **Position A**, draw the Stalkers to you one by one with Lure Call, Override them and climb the rock formation at **Position B [→▢ 1]**. Otherwise, approach through the Scrapper Site and slide down the rock face to the ledge at **Position C** – this grants access to the hidden entrance at **Position D** with only a Redeye Watcher blocking your way.

The Path Down

02 Eliminate the Watcher, descend into the shaft and Override the door into Cauldron ZETA. Proceed through the conduit, drop into a cavern at the end and follow the left wall, looting the three Supply Crates along the way **[→▢ 2]**. When you reach the third Supply Crate, turn left and continue west. Loot the Supply Crate sitting out in the open, then face south and loot another Supply Crate tucked away in the corner. Drop into the pit to the west, enter the hatchway and rappel down into the Core chamber at the other end. Pick off the two Watchers patrolling the fabrication platform, loot the Supply Crates scattered around the perimeter of the room, and begin making your battle preparations.

Enemy Group

Type	Lvl.	Page
Watcher	5	132
Thunderjaw	27	219



THUNDERJAW BATTLE

03 Now more than ever, you'll want to use every Trap and Tripwire at your disposal to pile as much damage as possible upon the Thunderjaw once it attacks. Choose which of the Discharge Pylons you plan to Override and lay your traps in front of it so that the Thunderjaw must walk through them in order to reach you **[→▢ 3/4]**. If you have the 'Triple Shot' Skill, nock three Tearblast Arrows before climbing the pylon and aim for the Thunderjaw's Disc Launchers the moment the force field deactivates. Next, target the cannons on the sides of the Thunderjaw's head with Tearblast Arrows, and when both cannons have been dislodged, immediately switch to Freeze Bombs or Bolts and freeze the Thunderjaw as quickly as possible. At this point, let loose with every ounce of firepower in your arsenal and bring your target down.

Owing to the lack of cover in the Core chamber and the Thunderjaw's speed, you'll have no choice but to continually dodge its attacks as it pursues you around the room. You may be able to slow it down temporarily with Tie Ropes, but doing so will buy you relatively little breathing room and you're better off merely focusing on freezing it so that your other attacks inflict more damage. The Thunderjaw's own Disc Launchers will inflict considerable damage upon it when it's Frozen, but you must be prepared to drop the launcher and roll out of the way if the Thunderjaw rushes you. When you've vanquished this most worthy opponent, loot its carcass and Override the Core unit to return to the surface.







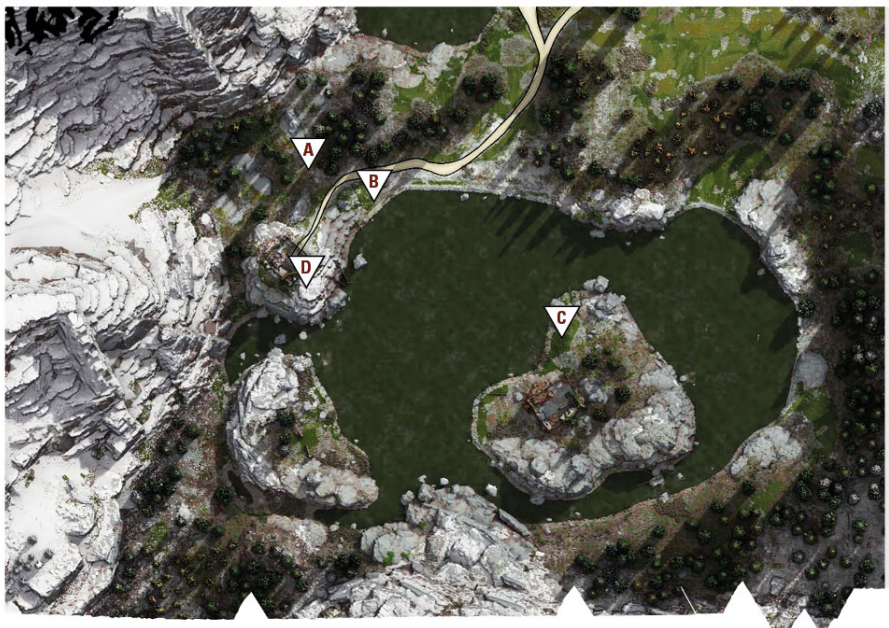
CORRUPTED ZONES



Corrupted Zones are patches of land afflicted by a corrosive force known only as Corruption. This dark energy eats away at human flesh and drives machines into a frenzy of indiscriminate aggression, thereby posing great danger to the neighboring Tribes **[→▢ 1]**. Eliminating the Corrupted machines in these areas will stem the local Corruption and revert the land to its natural state; when a Corrupted Zone has been completely cleared and its Quest objective fulfilled, the Corrupted machines which populated that area will be gone permanently and will not respawn.


1

CORRUPTED ZONE: 01



Recommended Lvl. 20

Rewards

XP +6000

Enemy Group

- Corrupted Longleg (Lvl. 20)
- Corrupted Scrapper (Lvl. 15)

Recommended Loadout

Weapon	Ammo Type
Carja Sharpshot Bow	Precision Arrow, Tearblast Arrow
Carja Sling	Freeze Bomb
Carja Tripcaster	Blast Wire
Carja Hunter Bow	Fire Arrow
Firespitter	Rocket Arrow


2

This Corrupted Zone is located directly southwest of the Forsaken Village, on the lakeshore near the stranded soldier's location during the 'In Foreign Lands' Errand. The Corrupted Longlegs and Scrapper you'll have to destroy in this zone are very tough, so take every available measure to prepare yourself before coming here. In particular, purchase the Carja Tripcaster and upgrade its ammo pouch as many times as you can manage; bringing the Firespitter dropped by the Bandit Heavy at the Two-Teeth camp is also extremely helpful if you haven't already cleared that area **[→▢ 2]**.

The Scrapper and both Longlegs wander around a small section of the woods at **Position A**. The safest place to set up your ambush is in the patches of grass along the water's edge at **Position B**; from this spot you'll have a relatively

clear view of the Corrupted machines you must destroy as well as a trio of Snapmaws across the water at **Position C**. The most straightforward approach is to lay Blast Wires between yourself and your targets, then draw them to you one by one with Lure Call and let the traps do the work. The enemy strength in this Corrupted Zone may require you to craft more Blast Wires, especially if you weren't able to max out the capacity of your Tripcaster Ammo Pouch, but as long as you bring enough materials for about 25 Blast Wires you should be able to prevail without being forced into head-on combat.

Another method is to hide in the grass at **Position B** and shoot the Snapmaws with Hunter Arrows to get their attention (their starting position is just out of Lure Call range). When the Snapmaws begin swimming toward you, Lure Call all three Corrupted machines to your location in the patch of grass and when you're sure they're all on their way, sneak up the cliff to **Position D** and hide in the cover of the ruins. Since Corrupted machines are hostile toward all factions including other machines, the Scrapper and Longlegs will attack the Snapmaws when they reach the shoreline, resulting in a battle that will decimate the Snapmaws and significantly weaken the Corrupted machines. At this point, you may sneak back to the grass at **Position B** and finish the remaining targets with Blast Wires or Fire Arrows.

If you're spotted and forced into a direct confrontation, the Firespitter from the Two-Teeth Bandit Camp can destroy the Scrapper and one of the Longlegs before running out of ammunition if you place your shots carefully and make use of the 'Concentration' Skill. Tearblast Arrows are particularly important for destroying the Longlegs' Wings and Signal Antennae in this eventuality, disabling their ranged attacks and preventing them from alerting the other Corrupted machines to your presence. Freeze Bombs from the Carja Sling are also helpful for maximizing your damage output against these extremely sturdy opponents.

CORRUPTED ZONE: 02

Recommended Lvl. 15

Rewards

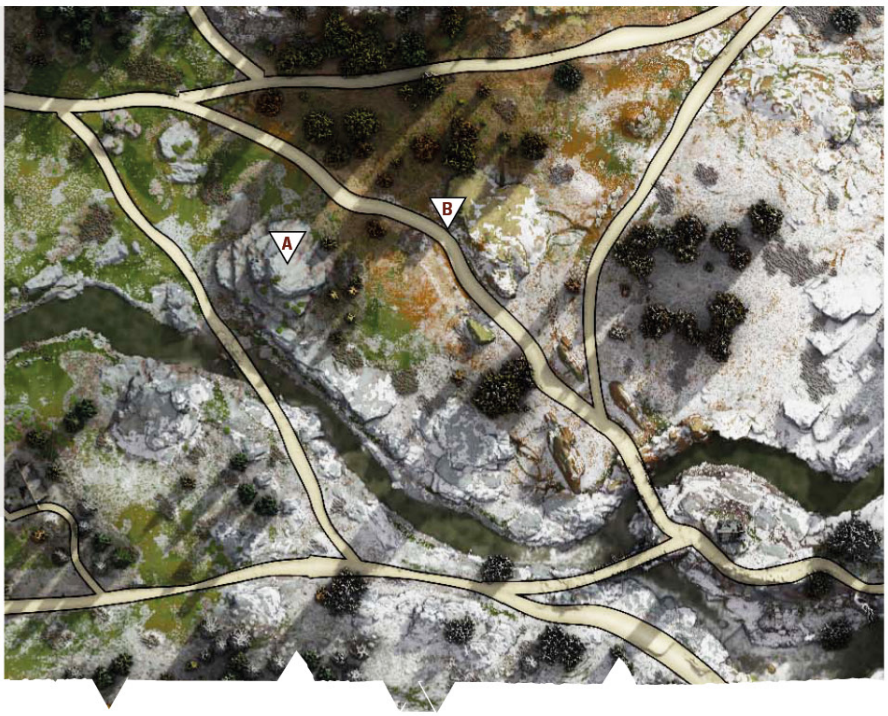
+5000

Enemy Group

Corrupted Grazer (Lvl. 15)

Recommended Loadout

Weapon	Ammo Type
Sharpshot Bow	Precision Arrow
Carja Sling	Freeze Bomb
Carja Tripcaster	Blast Wire
Carja Hunter Bow	Fire Arrow



This straightforward Corrupted Zone pits you against three Corrupted Grazers. You can climb the large rock at **Position A** or the wider ridge at **Position B** for safe vantage points from which to target the Grazers' Blaze Canisters with Fire Arrows; alternately, you can simply hide in one of the patches of grass and set up Blast or Shock Wires with your Tripcaster, then lure the Grazers into your Tripwires with rocks or Lure Call. If you Override a Broadhead at the site to the west (or summon a mountable machine with the 'Call Mount' Skill), you can let your mount fight it out with the Grazers while you target their Blaze Canisters.

CORRUPTED ZONE: 03



Recommended Lvl. 15

Rewards

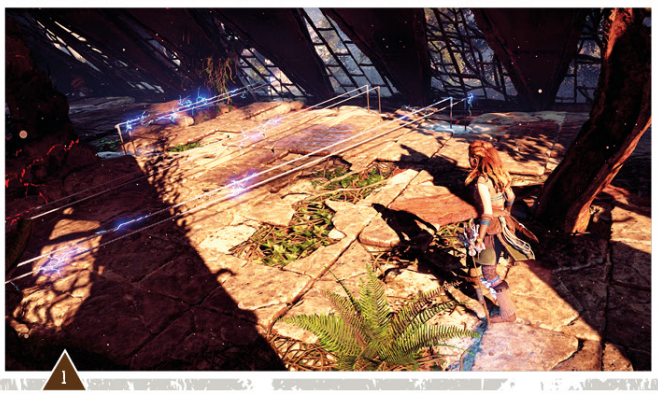
+5000

Enemy Group

Corrupted Scrapper (Lvl. 15)

Recommended Loadout

Weapon	Ammo Type
Carja Sharpshot Bow	Precision Arrow, Tearblast Arrow
Carja Sling	Freeze Bomb
Carja Tripcaster	Blast Wire, Shock Wire
Carja Hunter Bow	Fire Arrow





Approach the west side of the ruins along the road from the Southern Embrace Gate and enter the building via the stone ramp at **Position A**. Wait until the Corrupted Scrapper patrolling inside turns away from you (or eliminate it right away with a Silent Strike and Fire Arrows if you feel confident that you can do so before it recovers), then place Shock and Blast Wires across the gap on the right side of the room so that the Scrappers will have to walk through them to reach you **[→▢ 1]**. Sneak to the top of the stairs on the building's north side and use Lure Call or throw Rocks to draw the Scrappers to you one by one; if necessary, use the broken walls in the room for cover while you wait for the Scrappers to hit your Tripwires **[→▢ 2]**.

As soon as each Scrapper hits the traps, bombard it with Fire Arrows or move in for a Critical Hit. In order to reach the Scrapper patrolling beneath the building, you may need to move outside to attract it with Lure Call; alternately, you can simply lay Shock Wires across the basement's exits and draw the Scrapper through with Lure Call or by hitting it with Fire Arrows. The most important element of this strategy is to keep the Scrappers separate and avoid fighting more than one at a time, so make use of the abundant cover in this location to set up traps and divide the enemy group in order to maximize your advantage while keeping risks to a minimum.

CORRUPTED ZONE: 04

Recommended Lvl. 23

Rewards

+6000

Enemy Group

- Corrupted Scrapper (Lvl. 15)
- Corrupted Glinthawk (Lvl. 23)

Recommended Loadout

Weapon	Ammo Type
Carja Hunter Bow	Fire Arrow
Shadow Ropecaster	Tie Rope
Shadow Sling	Fire Bomb
Shadow Tripcaster	Blast Wire, Fire Wire



Approach this Corrupted Zone from the northeast and hide behind the large rock at **Position A** to avoid detection by the Corrupted Scrappers. From this location, snipe the Glinthawks with Fire Arrows to draw their attention, then drag them to the ground with Tie Ropes when they approach and finish them with Fire Bombs while they're immobilized **[→▭ 1/2]**. You can skirt around the rock to block the Glinthawks' ranged attacks if necessary, but keep a close eye on the Scrappers.

When only the Scrappers remain, hide in one of the patches of tall grass dotting the area and draw each Scrapper toward you individually with Lure Call or by throwing Rocks. Try your best to isolate the Scrappers by using the uneven terrain and obstacles, then let loose with Fire Bombs. You may also lay Fire Wires across the Scrappers' patrol routes from the tall grass and draw the machines into your traps with Rocks or Lure Call. If you've cleared Cauldron XI, you may Override the Stalkers at the site to the south and lure the Corrupted Glinthawks and Scrappers toward them for a bit of assistance.





CORRUPTED ZONE: 05



Recommended Lvl. 20

Rewards

+6000

Enemy Group

- Corrupted Longleg (Lvl. 20)
- Corrupted Trampler (Lvl. 20)

Recommended Loadout

Weapon	Ammo Type
Carja Hunter Bow	Fire Arrow
Carja Sharpshot Bow	Precision Arrow, Tearblast Arrow
Shadow Sling	Freeze Bomb, Fire Bomb
Shadow Blast Sling	Blast Bomb, Sticky Bomb





Approach this Corrupted Zone from the south and circle the inside wall of rock counterclockwise to a narrow path leading upward onto the butte at **Position A**. Jump up on the rocks at the very end and turn right, then walk a few steps forward to the shelter of an overhang **[→▢ 3]**. The Corrupted machines below will be unable to reach you here, though you may have to fend off a couple of less dangerous Glinthawks in order to secure your perch. When ready, aim for the Corrupted Trampler's Processing Units with Precision Arrows when they move close to the Corrupted Longlegs – try to catch as many of the Longlegs as possible in the resulting blasts. Finish the Tramplers with Precision Arrows or Fire Bombs from your perch, then turn your attention to the Longlegs.

Try to destroy the Longlegs' Concussion Sacs with Precision Arrows as this will inflict extra damage and knock them to the ground **[→▢ 4]**. Afterward, switch to Blast or Fire Bombs and finish the job. If you've already cleared Cauldron XI, you can tie down the nearby Glinthawks with your Ropecaster and Override them, at which point they may begin attacking the enemies in the basin below. Freeze Bombs and Arrows are also effective against the Corrupted Tramplers and Longlegs in this zone; you may alternatively freeze your targets and follow up with Precision or Hunter Arrows, Blast Bombs or Sticky Bombs to inflict greatly increased damage.

CORRUPTED ZONE: 06

Recommended Lvl. 23

Rewards

+6000

Enemy Group

Corrupted Stalker (Lvl. 23)

Recommended Loadout

Weapon	Ammo Type
Carja Hunter Bow	Fire Arrow
Shadow Sharpshot Bow	Tearblast Arrow
Shadow Sling	Fire Bomb
Shadow Tripcaster	Blast Wire, Fire Wire



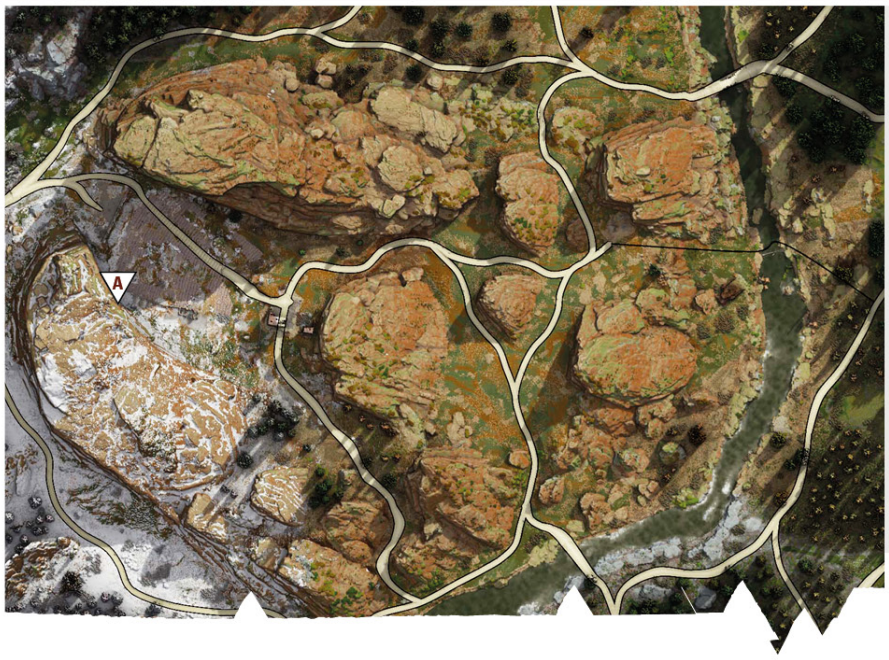
Though few in number, the Corrupted Stalkers in this zone are extremely powerful and must be treated with caution. Approach the site from the north and lay Traps and Tripwires across the openings between the boulders and the riverbank at **Position A [→▭ 1]**. Sneak south into the closest patch of grass and use 'Call Mount' to summon a mountable machine if you have access to the Skill – a distraction is invaluable for buying you enough time to knock off the Stalkers' Stealth Generators with Tearblast Arrows **[→▭ 2]**. Climb to the top of the boulders, locate one of the Stalkers and strike it with Tearblast Arrows, then immediately retreat to the ground behind the rock formations – if your Mount doesn't slow the Stalker down, your Traps should do so just long enough for you to finish it with Fire Bombs behind the cover of the boulder.

If your Mount is destroyed during the battle, summon another and set up more traps, then climb the boulders and locate another Corrupted Stalker. Dislodge its Stealth Generators with Tearblast Arrows, retreat behind the boulders and finish the Stalker with Fire Bombs before it can retaliate. At some point during the fight, a pair of non-corrupted Stalkers patrolling the south side of the zone may join the battle and attack their Corrupted kin; if this happens, seize the opportunity and let them weaken each other before you take any further action. Remember that in addition to their weakness to fire attacks, the Corrupted Stalkers still retain their standard vulnerability to Shock damage – use this to your advantage if you run out of Fire Bombs or Arrows.





CORRUPTED ZONE: 07



Recommended Lvl. 18

Rewards

+5000

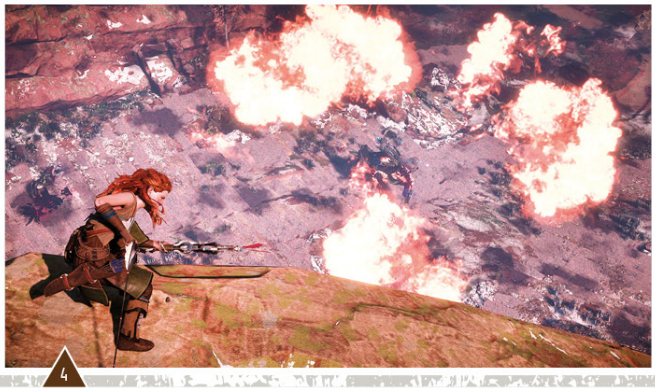
Enemy Group

- Corrupted Charger (Lvl. 18)
- Corrupted Fire Bellowback (Lvl. 23)

Recommended Loadout

Weapon	Ammo Type
Carja Hunter Bow	Fire Arrow
Shadow Sharpshot Bow	Precision Arrow
Shadow Sling	Fire Bomb
Shadow Blast Sling	Blast Bomb, Sticky Bomb





Approach this Corrupted Zone along the road from the south and climb the southern cliffs encircling the amphitheater to the perch directly above the Vantage Cache at **Position A**. Use Precision Arrows to destroy the Bellowback's Cargo Sac and if possible its Gullet; try to time the explosions so that they engulf as many of the Chargers as possible **[→▢ 3/4]**. Continue to focus your Fire Arrows and Bombs on the Bellowback until it falls, then move down the cliffs and snipe the Chargers with Fire Arrows from a safe distance **[→▢ 5]**. You may need to knock an armor plate off of the Chargers' backs with Precision or Tearblast Arrows before you can hit the Blaze Canisters beneath with Fire Arrows. Once the Chargers have been thinned out, pursue any stragglers and finish them with Fire, Blast or Sticky Bombs.



CORRUPTED ZONE: 08

Recommended Lvl. 15

Rewards

+5000

Enemy Group

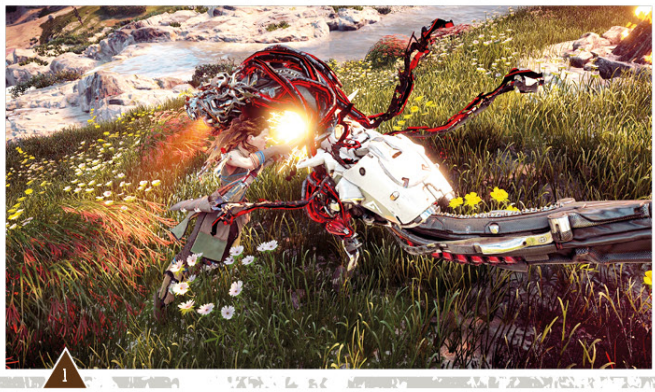
- Corrupted Watcher (Lvl. 12)
- Corrupted Scrapper (Lvl. 15)

Recommended Loadout

Weapon	Ammo Type
Sharpshot Bow	Precision Arrow
Carja Sling	Freeze Bomb
Carja Tripcaster	Blast Wire
Carja Hunter Bow	Fire Arrow
Firespitter	Rocket Arrow



This Corrupted Zone is located in the Forsaken Village just before Daytower. All five Corrupted machines patrol back and forth along the same route between **Positions A** and **B**, and will attack together if they spot you. There are several small patches of grass near the Campfire at **Position C**, two of which sit on a slightly recessed section of the hill below the machines' field of view; the safest way to handle this encounter is by drawing each enemy toward you one by one using Lure Call while hiding in the grass, then moving to another patch and performing a Silent Strike when your target is within range **[→▢ 1]**. Optionally, you may also take cover behind the small hut at **Position D**.

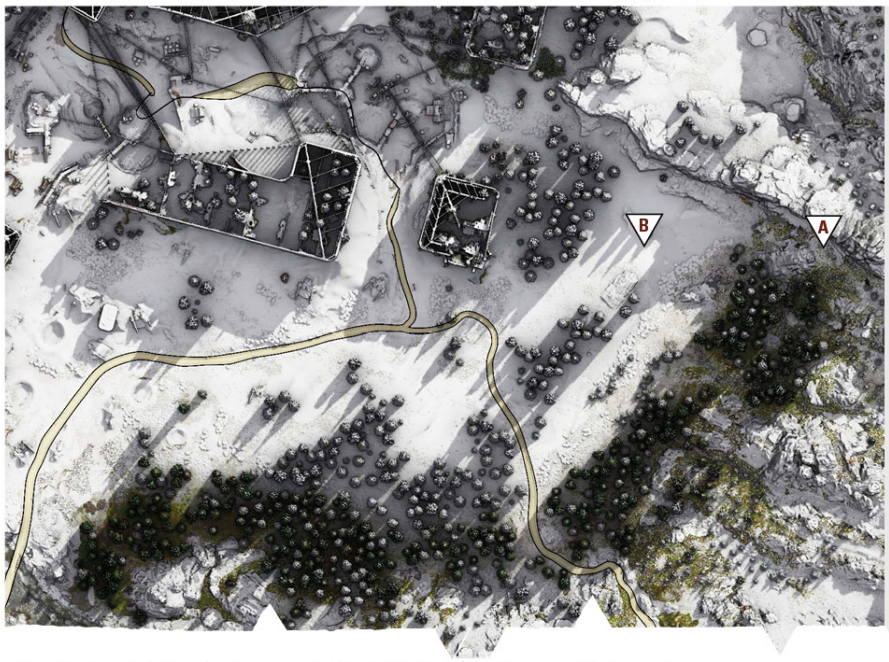


Another, albeit slightly riskier method is to place Blast Wires across the machines' patrol route using the Carja Tripcaster – as long as you highlight their path and stay in the patches of grass along the road, you can eliminate all five without having to engage them in direct combat.

If you are carrying the Firespitter dropped by the Bandit Heavy at the Two-Teeth camp, you can bring it to this location and use it to demolish the Corrupted machines with relatively little effort **[→▢ 2]**. Staying out of sight and luring them one at a time is still a good idea, but the Firespitter's tremendous power is more than enough to obliterate your targets before they can mount a counterattack. If you choose to use this strategy, focus on the Scrappers first as they are the more dangerous opponents in this encounter.



CORRUPTED ZONE: 09



Recommended Lvl. 27

Rewards

XP +8000

Enemy Group

- Corrupted Ravager (Lvl. 27)
- Corrupted Fire Bellowback (Lvl. 23)

Recommended Loadout

Weapon	Ammo Type
Shadow Hunter Bow	Fire Arrow, Hunter Arrow
Shadow Sharpshot Bow	Tearblast Arrow
Shadow Sling	Fire Bomb
Shadow Rattler	Freeze Bolt, Metal Bolt





From the Campfire just west of this Corrupted Zone, sneak northeast through the stand of trees and follow the northern cliff face up the hill, then take a sharp left turn onto a small outcropping at **Position A [→▢ 3]**. From this perch, begin by knocking the cannons off the Ravagers' backs using Tearblast Arrows – the 'Concentration' Skill should give you enough time to dislodge both cannons before the Ravagers detect you and take evasive action. With the main ranged threat neutralized, immediately switch to Precision Arrows and destroy the Bellowback's Cargo Sac, which should engulf one or both of the Ravagers as well. Try to destroy the Bellowback's Gullet with Precision Arrows as well, if possible; this will create another blast and possibly damage the Ravagers again.

At this point, finish off the enemies below with Fire Arrows, Precision Arrows or Fire Bombs. If they flee into the woods, sneak carefully back to the ground and pick up one of the Ravager Cannons, then approach any remaining enemies and blast them from as far away as possible. If two or three of the Corrupted machines are still standing or if the survivors still have a substantial amount of health, carry both Ravager Cannons to a spot from which you can reach the machines and unload both of them into your foes **[→▢ 4]**. Should the Ravagers corner you after you've abandoned your perch on the cliff, climb the boulder in the middle of the field at **Position B** – they'll have trouble reaching you in this spot and you'll be able to take them out with Fire Bombs with less risk of retaliation.

CORRUPTED ZONE: 10

Recommended Lvl. 32

Rewards

+10000

Enemy Group

Corrupted Rockbreaker (Lvl. 34)

Recommended Loadout

Weapon	Ammo Type
Shadow Blast Sling	Blast Bomb, Sticky Bomb
Shadow Sharpshot Bow	Precision Arrow, Tearblast Arrow
Shadow Sling	Freeze Bomb, Fire Bomb
Shadow Tripcaster	Blast Wire, Fire Wire



Bring lots of ammunition and Resources to this battle – you'll be facing extremely tough and sturdy enemies clad in heavy armor. Approach the Corrupted Zone from the northwest and head for the large rock formation at **Position A [→▢ 1]**. Hide in the tall grass until the Corrupted Rockbreakers are looking away from you, then move to the north side of the rock formation and climb to the top **[→▢ 2]**. The Rockbreakers cannot reach you with melee attacks in this location; you'll still have to watch out for their ranged rock attacks, but you can avoid these by ducking behind the crest of the rocks. Begin by knocking off the Rockbreakers' armor with Tearblast Arrows, then lob Freeze Bombs down on them when they emerge from the ground below you.

When the Rockbreakers are frozen, target their Exhaust Ports with your strongest attacks: Precision Arrows, Sticky Bombs, Metal Bolts and any other munitions at your disposal work well. You may also aim for the Fuel Sacs with Precision Arrows – doing so will generate a large explosion that can engulf both Rockbreakers and set them ablaze. Alternatively, place Tripwires on the ground at the base of the rocks without leaving the safety of your perch; Blast Wires are the best option once you've frozen the Rockbreakers. Fire Bombs are effective, but require more ammunition and will take longer to wear the Rockbreakers down. A Behemoth Convoy may pass by along the road to the north; if this occurs, shoot the Behemoth a few times or draw it toward you with Lure Call and it will attack the Rockbreakers instead.





CORRUPTED ZONE: 11



Recommended Lvl. 34

Rewards

XP +10000

Enemy Group

- Corrupted Broadhead (Lvl. 18)
- Corrupted Behemoth (Lvl. 32)

Recommended Loadout

Weapon	Ammo Type
Shadow Hunter Bow	Fire Arrow, Hardpoint Arrow
Shadow Sharpshot Bow	Tearblast Arrow
Shadow Sling	Fire Bomb
Shadow Tripcaster	Blast Wire, Fire Wire
Ravager Cannon	Pulse Blast





Before tackling this Corrupted Zone, you may want to pick up a Ravager Cannon from the west side of the Rust-wash Tallneck zone. Carry the cannon north along the road to the second arch at **Position A**, then walk directly west to a small gap in the rocks at **Position B**. Using the Ravager Cannon and Fire or Precision Arrows, shoot the Corrupted Broadheads through the gap and destroy them one by one **[→▭ 3]**. Keep an eye on them to make sure none circle behind you and if any do, prioritize eliminating them before you turn your attention back to the enemies below. When all of the Broadheads are out of commission (or if one of the Behemoths chases you) drop down into the gorge and climb the hill to your right **[→▭ 4]**. About halfway up the hill, turn left onto a small ledge at **Position C** overlooking the gorge.

From this spot, target the Corrupted Behemoths' Force Loaders with Tearblast Arrows to disable their ranged rock attacks, then switch to Freeze Bombs or Arrows. Freeze the Behemoths and strike with Precision or Hardpoint Arrows, Blast Bombs or Sticky Bombs to wear them down. If they flee, you may need to chase them just far enough to get their attention with a few arrows, then quickly return to **Position C**. You can help prevent the Behemoths from fleeing by overriding the Striders, Longlegs and Ravagers near the Campfire to the south of the Corrupted Zone – if the Behemoths attempt to cross this area, they will be attacked by your Overridden machines

PROGRESSION GUIDE



Recommended Game Progression

The following tables lay out our recommended path of progression through the game's Quests, Errands and Activities. The order of entries has been structured to enable the earliest possible acquisition of advanced weapons, allowing you to reap the benefits of these tools in as many encounters as possible; for this purpose, the table also includes suggested points at which to procure the Resources for newly-available equipment as well as the best locations for doing so. Trophy-related Collectables are also covered in these tables and can be picked up along the way as you progress through the game.

Finally, the Flashpoint system is used throughout the game to highlight conversations that carry more emotional weight than others and let you influence Aloy's responses. Many of them only directly affect the conversation they take place in, but others have far reaching consequences. The exact place at which these special Flashpoints take place in the game has been highlighted within the steps, so that you to take extra care when considering your responses during these conversations.

THE EMBRACE

01	**'Gift from the Past'**	Automatic
	Mandatory introductory Quest.	
02	**'Hunting with Rost'**	Automatic
	Mandatory introductory Quest.	

03	**Flashpoint**	
	Occurrence: After Bast throws a rock at Aloy	**Consequence:** Affects the dialogue with Bast in the lodge during 'Mother's Heart'



04	**Initiate 'The Point of the Spear'**	Automatic
	This Quest begins automatically upon completion of 'Hunting with Rost.'	
05	**Knock over Grazer Dummies**	Rost's Hovel
	Knock over the seven Grazer Dummies located at Rost's Hovel.	
06	**Acquire the Metal Flower Mark I (A) hidden in the Ruins**	Ruins visited during 'Gift from the Past'
	Use melee attacks to destroy the stalactites and stalagmites blocking the rooms that were inaccessible during 'Gift from the Past.' Loot the Metal Flower and other treasure in these rooms before exiting the Ruins.	
07	**'In Her Mother's Footsteps'**	Thok/Central Embrace Campfire
	Completing this Quest will grant a Damage upgrade for your Spear.	
08	**Purchase Tripcaster, Carja Sling and Sharpshot Bow**	Karst/Mother's Cradle
	Acquire Blaze at the Strider Site in the central Embrace. Sell excess Modifications and Resources for Metal Shards. (Do not sell animal bones/skins – you'll need them for Satchel upgrades.)	
09	**Knock over Grazer Dummies**	Mother's Cradle
	Knock over two Grazer Dummies: one at Karst's shop and the other nearby in Mother's Cradle.	
10	**'Odd Grata'**	Odd Grata/Northern Embrace
	Any wildlife will drop the required meat. The best hunting spots are in the forests surrounding Mother's Cradle and the Ruins.	
11	**'The Forgotten'**	Olara/Central Embrace
	Speak with Olara atop the large rock formation to start the Quest.	
12	**Acquire the Metal Flower Mark I (C) near the Northern Embrace Gate and finish 'The Point of the Spear'**	Rost/Northern Embrace Campfire
	Meet up with Rost at the Campfire and finish the remainder of the Quest. The flower is located up the hill on the left side of the road behind the first destroyed cabin on the way to the Sawtooth encounter.	
13	**Initiate 'Mother's Heart'**	Rost/Mother's Heart
	Speak to Rost outside Mother's Heart to initiate this Quest.	

14	**Flashpoint**	
	Occurrence: At the end of your conversation with Rost outside of Mother's Heart	**Consequence:** Changes the dialogue when you first go to visit Rost's Grave

15	**Knock over Grazer Dummies**	Mother's Heart
	Knock over two Grazer Dummies in Mother's Heart.	
16	**Purchase Nora Protector Light Outfit**	Teb/Mother's Heart
	Speak to Teb during 'Mother's Heart' to make these purchases. Equip the Nora Protector Outfit immediately for use in The Proving.	
17	**Finish 'Mother's Heart'**	Resh/Mother's Heart Lodge
	Approach the lodge door to finish the quest.	
18	**'The Proving'**	Automatic
	Mandatory Quest with guided progression.	
19	**'Womb of the Mountain'**	Automatic
	Mandatory Quest with guided progression. Crawl through the air duct near where you reclaim your weapons and obtain the Power Cell behind the locked door before completing this Quest.	



20	**Initiate 'A Seeker at the Gates'**	Automatic
	This Quest will begin automatically upon completion of 'Womb of the Mountain.'	
21	**Knock over Grazer Dummies**	Mother's Watch
	Knock over two Grazer Dummies outside the gate of Mother's Watch.	
22	**Acquire the Metal Flower Mark I (B) near Rost's Hovel**	Southwest of Rost's Hovel
	Pass through the previously closed gate to the southwest and follow the road until you reach a pair of totem poles on the right. Pass between them and follow the Brave Trail to the Metal Flower.	
23	**Initiate 'The War-Chief's Trail'**	Automatic
	This Quest will begin automatically after speaking with Varl at the Main Embrace Gate.	
24	**Purchase the Metal Flower, Ancient Vessel, Banuk Figure and Vantage Cache Maps**	Main Embrace Gate Merchant
	If necessary, gather or purchase additional Resources so that you can afford all four maps. If you need Metalburn, you can obtain some by clearing the nearby Corrupted Zones.	
25	**Purchase the Carja Tripcaster and Carja Sharpshot Bow**	Main Embrace Gate or Nora Hunting Ground Merchants
	The upgraded Tripcaster is required for completing the Blast Wire Trial. If you're short on Chillwater, you may simply purchase the required amount from either Merchant.	
26	**Acquire the Air Combat Academy Vantage Cache southeast of the Main Embrace Gate**	Precipice overlooking Corrupted Zone 03
	The cache is located on a hill overlooking the ruined building patrolled by Corrupted Scrappers.	
27	**Clear Corrupted Zone 03**	Ruins southeast of the Main Embrace Gate
	The Southern Embrace Gate will still be sealed at this point, so you'll need to access the Corrupted Zone via the main gate instead.	
28	**Clear the Nora Hunting Trials**	Nora Hunting Ground
	Aim for three Blazing Suns. Clearing all three Trials will also fulfill the requirements for the next step of 'Hunting for the Lodge.'	
29	**Advance 'Hunting for the Lodge'**	Nora Hunting Ground
	Clearing all three Trials at the Nora Hunting Ground will automatically fulfill the requirements for entry into the Hunter's Lodge.	
30	**Knock over Grazer Dummies**	Nora Hunting Ground
	Knock over two Grazer Dummies at the Nora Hunting Ground.	
31	**Collect Resources**	Nora Hunting Ground
	Repeat the 'Parts Alone' Trial to gather enough Resources and Metal Shards for the next set of equipment purchases. Sell any excess Grazer Hearts or Lenses, Modifications, Machine Cores, Blaze and Sparker to the Merchant to expedite your Shard acquisition.	
32	**Initiate 'The Ancient Armory' and acquire the Metal Flower Mark I (F) inside the Bunker**	Bunker
	The flower is in plain view as you swim toward the remains of the laboratory. Examine the equipment to start the Quest, then pick up the Power Cell in the lab and make your way back to the surface.	
33	**Acquire the "Arches" Ancient Vessel near Devil's Thirst**	Vicinity of the Bunker
	The flower is in a pile of Ancient Debris on the south riverbank, just northeast of the Bunker's entrance.	
34	**Initiate 'Insult to Injury' and 'A Daughter's Vengeance'**	Fia, Yan/Mother's Rise
	Visit Mother's Rise and accept both Quests available there: 'Insult to Injury' and 'A Daughter's Vengeance.'	
35	**Complete 'Insult to Injury'**	Vicinity of Mother's Rise
	Be prepared for a fight against a group of Scrappers.	
36	**Knock over Grazer Dummies**	Mother's Rise
	Knock over two Grazer Dummies in Mother's Rise.	
37	**Initiate 'Cauldron Sigma,' 'Sanctuary' and 'Luck of the Hunt,' and advance 'A Daughter's Vengeance'**	Dral, Den, Taim, Solai/Mother's Crown
	Accept these Quests from their respective NPCs in Mother's Crown, then speak with Solai to advance 'A Daughter's Vengeance.'	
38	**Advance 'A Seeker at the Gates'**	Marea/Mother's Crown
	Speak with Marea to advance this Quest.	
39	**Knock over Grazer Dummies**	Mother's Crown
	Knock over two Grazer Dummies in Mother's Crown.	
40	**Override the Devil's Thirst Tallneck**	Devil's Thirst
	This will clear the fog from the entire eastern third of the map.	





41	**Advance 'Sanctuary'**	Devil's Thirst
	You'll have to fight two Sawtooths simultaneously, so bring plenty of Traps, ammunition and health potions.	
42	**Acquire the Colorado Springs Vantage Cache near the Devil's Thirst Tallneck**	Devil's Thirst
	You'll need to climb a Brave Trail inside the ruined skyscraper at the northwest corner of the Tallneck's patrol route to reach this cache.	
43	**Initiate 'Cause for Concern'**	Nil/Devil's Thirst Bandit Camp
	Speak to Nil outside the camp to initiate the quest.	
44	**Clear the Devil's Thirst Bandit Camp**	Devil's Thirst Bandit Camp
	Speak to Jom after clearing the camp for some additional dialogue.	
45	**Knock over Grazer Dummies**	Devil's Thirst Bandit Camp
	Knock over one Grazer Dummy at the Devil's Thirst Bandit Camp.	
46	**Acquire the "Wayfarers" and "DroneHop" Ancient Vessels near the Devil's Thirst Bandit Camp**	Vicinity of Devil's Thirst Bandit Camp
	The "Wayfarer" vessel is located in a pile of Ancient Debris along the road leading to the camp's south entrance. The "DroneHop" vessel is in another pile of debris near Nil's position north of the camp.	
47	**Acquire the Explorer Museum Vantage Cache near the Devil's Thirst Bandit Camp**	Vicinity of Devil's Thirst Bandit Camp
	The cache sits atop a spire of rock overlooking the road that runs along the southern edge of the forest.	
48	**Acquire the "My Claim" Banuk Figure near the Devil's Thirst Bandit Camp**	Mountainside northeast of the Devil's Thirst Bandit Camp
	The figure is accessible via a long Brave Trail at the end of the road leading east from the nearby Vantage Cache. The trailhead is clearly marked with paintings and two large posts.	
49	**Advance 'Luck of the Hunt'**	Riverbank northeast of Mother's Crown
	Watch out for the Sawtooth patrolling the woods on the east side of the river.	
50	**'Underequipped'**	South of Cauldron SIGMA
	The Quest will start automatically when you approach the caravan.	
51	**Clear Cauldron SIGMA**	Cauldron SIGMA
	You cannot exit the Cauldron until you've completed the Quest, so be absolutely sure to bring plenty of Resources for crafting ammunition and healing potions.	
52	**Clear Corrupted Zone 07**	Northeast of Cauldron SIGMA
	Approach the site via the south road and climb the southern cliff to snipe the Corrupted Machines from a safe perch.	
53	**Acquire the Sterling-Malkeet Amphitheater Vantage Cache at Corrupted Zone 07**	Corrupted Zone 07
	The cache is in plain view on the ground below the southern cliff face.	
54	**'A Moment's Peace'**	Tikuk/Banuk Encampment
	Avoid the Machines on the way to the camp in order to make the long trek a bit faster. When you arrive, purchase a Fast Travel Pack from the local Merchant. After completing this Quest, Aluki will join you in Meridian during the game's final Quest.	



55	**Acquire the "Punishment" Banuk Figure near the Banuk Encampment**	Mountainside northeast of the Banuk Encampment
	The Brave Trail leading to this figure begins at the foot of the cliffs just southeast of the encampment. Look for a small Banuk painting at ground level and several conspicuous wooden poles a short distance up the mountainside.	
56	**Acquire the Metal Flower Mark I (H) near the Grave-Hoard**	Valley south of the Grave-Hoard
	This flower is in plain view a few steps south of the Campfire along the road leading to the Grave-Hoard.	
57	**Complete 'Luck of the Hunt' and 'Sanctuary'**	Taim, Den/Mother's Crown
	Fast Travel to Mother's Crown and speak to the respective NPCs to complete these Quests.	
58	**Clear the Valleymeet Hunting Trials and collect Resources**	Valleymeet Hunting Ground
	Aim for three Blazing Suns and repeat the Freeze or Shock Trials until you acquire a Bellowback Heart. Afterward, hunt Shell-Walkers at the Machine Site just south of Valleymeet to acquire a Shell-Walker Heart.	
59	**Purchase the Nora Protector Heavy and Nora Silent Hunter Heavy Outfits**	Valleymeet Hunting Ground Merchant
	Both of these Outfits will provide a crucial edge in many future encounters. Other Outfits available from Merchants at this point in the game are optional.	
60	**Knock over Grazer Dummies**	Hunter's Gathering
	Knock over two Grazer Dummies in Hunter's Gathering.	

61	**Acquire the "I Name You" Banuk Figure near Hunter's Gathering**	Mountainside northeast of Hunter's Gathering
	The Brave Trail leading to the figure starts in Hunter's Gathering – look for a climbable pole next to the left Grazer Dummy.	
62	**Clear Corrupted Zone 02**	East end of the valley leading to Daytower
	Use the rock formations surrounding the Corrupted Grazers as cover while you target their Blaze Canisters with Fire Arrows. Clearing this zone counts toward the total required for 'A Seeker at the Gates.'	
63	**Acquire the two Metal Flowers Mark I (I and J) between Corrupted Zones 02 and 08**	Central valley leading to Daytower
	The (I) flower lies west of Corrupted Zone 02 at the foot of a tree along the north side of the road. The (J) flower is on the north side of the road slightly east of Corrupted Zone 08.	
64	**Clear Corrupted Zones 08 and 01**	West end of the valley leading to Daytower
	Only one of these zones is required if you've already cleared Zone 02, but both count toward the total. Tread carefully when you reach Zone 01 – the Corrupted Longlegs there are considerably stronger than most other enemies you've faced so far.	
65	**Acquire the Bridal Veil Falls Vantage Cache near the Two-Teeth Bandit Camp**	Directly west of the Forsaken Village
	This cache sits on a cliff overlooking the Forsaken Village. To reach it, follow the road toward Daytower and look for three tall shrubs growing close together – follow the ledge directly behind them to reach its location.	
66	**Clear the Two-Teeth Bandit Camp and Knock Over Grazer Dummies**	Two-Teeth Bandit Camp
	Save the Bandit Heavy's Firespitter for the final encounter of 'A Seeker at the Gates' – after clearing the camp, knock over one Grazer Dummy near the alarm and carry the Firespitter to Daytower for use in the upcoming battle.	
67	**Acquire the Metal Flower Mark III (C) north of the Two-Teeth Bandit Camp**	Sawtooth Site in the mountains north of the Two-Teeth Bandit Camp
	Follow the road north from the junction at the Sawtooth Site and climb over the edge of the rocks ahead to reach this flower.	
68	**Complete 'A Seeker at the Gates'**	Daytower
	Defeat the Corrupted Machines attacking Daytower and approach the gate to complete this Quest.	
69	**Initiate 'The City of the Sun'**	Automatic
	This Quest will automatically begin upon completion of 'A Seeker at the Gates.'	





70	**Advance 'A Daughter's Vengeance'**	Cpt. Balahn, Zaid/Daytower
	Speak with Captain Balahn, then with Zaid to advance the quest.	
71	**Purchase the Carja Ropecaster and a Gold Fast Travel Pack**	Daytower
	You'll need the Ropecaster for the Greatrun Hunting Trials, and the Gold Fast Travel Pack will provide a tremendous convenience when you need to revisit areas you've already explored.	
72	**'In Foreign Lands'**	Captain Balahn/Daytower
	You'll have to fight at least one Snapmaw, so bring plenty of ammunition and restock your healing potions at Daytower before you leave.	
73	**Complete 'The War-Chief's Trail'**	Massacre Site
	Head for the location indicated on the Map and complete the Quest.	
74	**Initiate 'Revenge of the Nora'**	Automatic
	This Quest will automatically begin upon completion of 'The War-Chief's Trail.'	
75	**Acquire the Metal Flower Mark I (D) near the Eclipse dig site**	Eclipse dig site visited during 'The War-Chief's Trail'
	This flower can be found up the hill to the northeast of the dig site.	
76	**Advance 'Revenge of the Nora' and clear Eclipse Camp I**	Campsite west of Devil's Grief
	Rest at the Campfire to trigger the Quest's opening cutscene, then clear the nearest Eclipse camp on the west side of Devil's Grief.	
77	**Acquire the "Miriam" and "USRC" Ancient Vessels at Eclipse Camp I**	Eclipse Camp I & Vicinity
	The "Miriam" vessel is in a pile of Ancient Debris by the roadside at the southwestern corner of the camp. The "USRC" vessel can be found in a pile of debris on the south side of the road leading toward the ruins of a gas station.	
78	**Acquire the Metal Flower Mark I (E) near Eclipse Camp I**	Due south of Eclipse Camp I
	You'll find this flower nestled in the forested ruins of an ancient building on the south side of the remaining wall.	
79	**Acquire the "KZ" Ancient Vessel south of Eclipse Camp II**	Due south of the ruined gas station
	This vessel can be found in a pile of Ancient Debris in a ruined garage directly south of the Campfire at the gas station.	

80	**Clear Eclipse Camp II**	South side of Devil's Grief
	Be careful of the Corrupted Watchers wandering the roads between each camp, and remember to craft Antidotes and healing potions as necessary.	
81	**Acquire the Metal Flower Mark I (G) east of Eclpse Camp II**	Lakeshore along the southeast edge of Devil's Grief
	This flower lies at the easternmost corner of a large ruined building on the shore, at the foot of the exterior wall.	
82	**Acquire the Denver Stadium Vantage Cache east of Eclipse Camp III**	Skyscraper on the east side of Devil's Grief
	Enter the ruined skyscraper and locate a pair of lit torches atop a pile of rubble – the Brave Trail leading to the cache begins in the corner near the torches.	
83	**Clear Eclipse Camp III and complete 'Revenge of the Nora'**	North side of Devil's Grief
	Clear the final Eclipse Camp and head for the Metal Ring to avenge the Nora. Sona and Varl will now aid you during the game's penultimate Main Quest.	
84	**'Shortage of Supplies'**	Sona/Mother's Crown
	Sona will take up residence in Mother's Crown after you complete 'Revenge of the Nora.'	

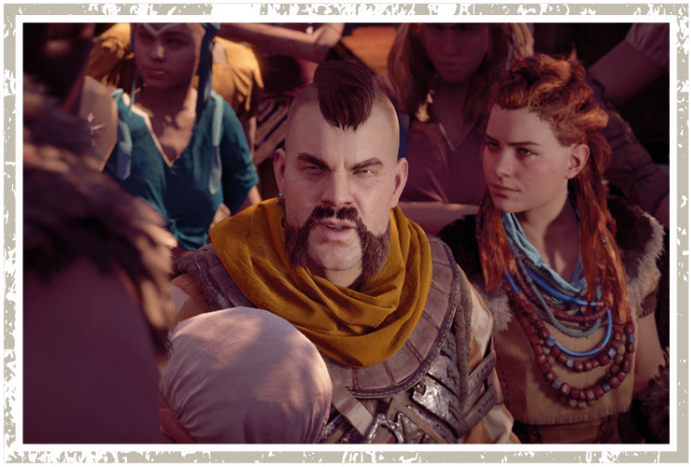


THE CARJA SUNDOM

01	**Clear the Greatrun Hunting Trials**	Greatrun Hunting Ground
	Aim for three Blazing Suns. If you're feeling bold, you can destroy the Stormbird circling to the northeast for some high-level Modifications (it may already be fighting a group of Carja soldiers when you arrive, so use this to your advantage).	
02	**Acquire the Metal Flower Mark III (J) near Morning's Watch**	Directly between Morning's Watch and Lone Light
	The flower is hidden under the east end of the bridge spanning the river between Morning's Watch and Lone Light.	
03	**Acquire the Metal Flower Mark II (C) north of Lone Light**	Road junction due north of Lone Light
	This flower is in plain sight at the riverside intersection where the road branches westward toward a Thunderjaw Site.	
04	**Override the Copper Deeps Tallneck**	Just west of Cauldron RHO
	This will reveal a circular area of the map surrounding the Tallneck.	
05	**Acquire the Metal Flower Mark III (H) at Copper Deeps**	Copper Deeps
	This flower is immediately visible in the center of the western lakeshore between the two islands.	



06	**Clear the Gatelands Bandit Camp**	Gatelands Bandit Camp
	You'll find Nil waiting on the north side of the camp if you wish to bring him with you.	
07	**Clear Corrupted Zone 05**	Just southwest of the Gatelands Bandit Camp
	Climb the cliffs along the southeastern edge of the basin to a sniping perch where the Corrupted Machines cannot reach you.	
08	**Complete 'A Daughter's Vengeance'**	Carja outpost just east of Cut-Cliffs
	Speak to the soldiers at the outpost to proceed with the investigation. Upon its completion, Nakoa will appear in Meridian to aid you during the game's final Quest.	
09	**Clear Cauldron RHO**	Mountainside due south of Daytower
	Be sure you bring enough Resources, ammunition and healing potions to sustain you all the way through the Cauldron.	
10	**Acquire the Metal Flower Mark III (B) between Cauldron RHO and the Spurflints Hunting Ground**	Atop an outcropping due west of a Glinthawk site along the road
	From the road, head directly west to the overlook just past the Glinthawk Site. The flower is in plain view just before the cliffs.	
11	**Acquire the Metal Flower Mark III (A) between the Spurflints Hunting Ground and the Spire**	Northeast corner of the lake
	The flower sits plainly visible in the middle of the road a short distance south of a three-way intersection along the top of a waterfall.	
12	**Clear the Spurflints Hunting Trials**	Spurflints Hunting Ground
	Aim for three Blazing Suns. You can use the Sleight of Crate Trial to gather extra Resources for free.	
13	**Purchase as many new Shadow weapons as possible**	Spurflints Hunting Ground Merchant
	Use the Stealth Trials to gather additional Shards if necessary	
14	**Clear Corrupted Zone 06**	Riverside south of the Spurflints Hunting Ground
	The three Corrupted Stalkers here are extremely dangerous, so make good use of cover, Traps and Tripwires to prevent them from attacking you up close.	
15	**Override the Spearshafts Tallneck**	Southwest of the Spurflints Hunting Ground
	Don't forget to jump from the Tallneck's head onto the cliff leading to an Easter egg and some loot.	



16	**Clear Cauldron XI**	Eclipse dig site at the southern tip of the map

This is a very long Cauldron overrun by large numbers of Eclipse Cultists, so be absolutely sure to stock up on healing potions and Resources for ammunition before you enter.

17	**Acquire the Metal Flower Mark III (D) near Cauldron XI**	Outside the Cauldron XI dig site

Exit the dig site through the west gate and head directly toward the large tree directly ahead. The flower is behind several boulders to the left of the tree.

18	**Initiate 'Sunstone Rock'**	Janeva/Sunstone Rock

Corruption Arrows can turn the two Behemoths against each other and make the fight much easier; otherwise, tie them down with the Ropecaster and dislodge their Force Loaders with Tearblast Arrows.

19	**Acquire the Monument Valley Vantage Cache near Sunstone Rock**	Sunstone Rock

To access this cache, you'll need to scale the cliff face on the south side of the road leading east from Sunstone Rock.

20	**Clear the Blackwing Snag Bandit Camp**	Blackwing Snag Bandit Camp

Approaching the camp along the southern road will allow you to destroy the alarm almost immediately.

21	**Acquire the Metal Flower Mark III (E) near Meridian Village**	Due north of the Blackwing Snag Bandit Camp

To reach the ridge where the flower is hidden, approach from the southern road and climb the rock face on the south side of the mesa.

22	**Clear Corrupted Zone 04**	Across the river from the south gate of Meridian Village

Use the Ropecaster to tie down the Corrupted Glinthawks and make them easier to hit with Fire Bombs or other hard-hitting munitions.

23	**'Fatal Inheritance'**	Ranaman/Meridian Village

Stock up on healing potions in Meridian Village and be prepared for an extended engagement against multiple strong machines.

24	**'Demand and Supply'**	Lorund or Smiling Ranin/ Meridian Village

If you don't already have the Snapmaw and/or Longleg Lenses, you may acquire the former from the Snapmaw Site east of Meridian Village and the latter near the Spearshafts Tallneck.

25	**'Blood on Stone'**	Quarry Foreman/Cut-Cliffs

You'll face an extremely powerful machine with almost no cover available, so stock up on healing potions from the Merchant before you descend into the quarry and use Fire Arrows to detonate the Blaze Containers when your target nears them.

26	**Acquire the Eagle Canyon Vantage Cache at Cut-Cliffs**	Cut-Cliffs

Follow the road south from Cut-cliffs and look for a path branching off to the west just before you reach the Campfire further south. Climb the Brave Trail at the end of this path to reach the cache.

27	**Advance 'The City of the Sun'**	Meridian

Enter Meridian City to automatically trigger the next leg of this Quest.

28	**Initiate 'The Field of the Fallen'**	Automatic

This Quest will automatically activate during 'The City of the Sun.'

29	**Initiate 'Robbing the Rich' and 'Honor the Fallen'**	Ravan, Namman/Meridian

You'll find Namman at the Sun Ring and Ravan outside his house in the northeastern section of the city near the normal Merchant.

30	**Complete 'Robbing the Rich'**	Meridian Village

You'll be fighting a group of human enemies, so bring plenty of Precision and Hardpoint Arrows.

31	**Acquire the Metal Flower Mark III (I) east of Meridian and advance 'Honor the Fallen'**	Plateau between Meridian and Corrupted Zone 05

You can reach the top of the plateau via a Brave Trail on the north side. Once you've eliminated the Glinthawks and completed this leg of 'Honor the Fallen,' cross the rope and collect the Metal Flower before you leave.



32	**Finish 'Honor the Fallen'**	Lake Shrine, Shrine of Kings

Visit the two remaining locations and complete the Quest. Be prepared to fight a group of Snapmaws at the Lake Shrine. Namman will now aid you during the game's penultimate Quest.

33	**Initiate 'A Curious Proposal,' 'Sun and Shadow' and 'Sun's Judgment'**	Fernund, Lahavis, Gulahni/Brightmarket

Speak to Fernund in the mill where the river branches, and to Lahavis on the bridge just north of that location, then continue north to the docks and speak with Gulahni.

34	**Complete 'Sun's Judgment'**	Vicinity of Brightmarket

Wrap up this Quest before you stray too far from Brightmarket.

35	**Advance 'Sunstone Rock'**	Brightmarket Inn

Head to the inn and track down Gavan.



36	**Acquire the "I Cannot Confess" Banuk Figure south of Brightmarket**	Waterfall beyond the woods west of Meridian
	The Brave Trail leading to this figure begins just to the left of the waterfall and is marked by large, clearly-visible Banuk paintings on the rock face.	
37	**Acquire the "Faro" Ancient Vessel south of Brightmarket**	Southwest edge of the Sawtooth Site at the bend in the road
	The vessel can be found in a pile of Ancient Debris next to the ruins of a stone stairway a short distance from a wooden bridge.	
38	**Acquire the Metal Flower Mark III (G) southwest of Brightmarket**	Remote Junction
	This flower is in plain sight at the junction of two roads between a Campfire to the east, a Longleg Site to the south and a Charger Site to the west.	
39	**Advance 'Sunstone Rock'**	Mesa northwest of the Blackwing Snag Bandit Camp
	Track down Rasgrund at his test site on the north side of the mesa, just east of the nearby campfire.	
40	**Complete 'A Curious Proposal'**	Mesa northwest of the Blackwing Snag Bandit Camp
	The Brave Trail leading to the artifact can be found on the south side of the mesa, directly north of the nearby Campfire.	
41	**Advance 'Sunstone Rock'**	Blackwing Snag Bandit Camp
	Return to the cleared camp and defeat Ullia.	
42	**Complete 'Sunstone Rock'**	Janeva/Sunstone Rock
	Return to the prison and speak to Janeva, who will now aid you during the final Main Quest.	
43	**Advance 'Sun and Shadow'**	Brightmarket Garden
	Follow the clues to Elida's location on the island and speak to her.	
44	**Collect the Metal Flower Mark II (J) south of Kestrel's Perch**	Snapmaw Site at the westernmost edge of the map
	The flower is plainly visible on the eastern shore of the peninsula, but beware of the nearby Snapmaws when you move in to collect it.	
45	**Complete 'Sun and Shadow'**	Kestrel's Perch
	You'll have to swim across the lake and clear a Shadow Carja outpost to complete this Quest, so bring plenty of Resources for ammunition. Elida will now aid you during the final Main Quest.	
46	**Acquire the Lake Powell Vantage Cache north of Brightmarket**	Longest peninsula east of Sheaf's Flight
	The Brave Trail leading to the cache starts at the Campfire on the north side of the nearby Snapmaw Site.	
47	**Acquire the Metal Flower Mark II (I) south of Dimmed Bones**	Southern tip of the plateau overlooking the lake
	You'll find this flower atop the end of the plateau south of the rusted satellite dishes. You can access the plateau from ground level via the road past the Campfire to the north.	
48	**Acquire the "Jomei" Ancient Vessel at Dimmed Bones**	Dimmed Bones
	This vessel lies in a pile of Ancient Debris fully visible on the south side of the road leading into Dimmed Bones.	
49	**Complete 'The City of the Sun'**	Eclipse Dig Site
	How you deal with Olin will determine whether or not he will be available to help you with the 'Collateral' Quest.	
50	**Flashpoint**	
	Occurrence: During your conversation with Olin at the dig site	Consequence: Choose to let Olin live and not only will he join you on the 'Collateral' Quest, but his wife will also have some different things to say.
51	**Initiate 'Maker's End'**	Automatic
	This Quest will automatically begin when you complete 'City of the Sun.'	
52	**Acquire the "Odyssey" Ancient Vessel at the Excavation Site**	'City of the Sun' Excavation Site
	This vessel can be found in a pile of Ancient Debris near Olin's initial location during the final encounter of 'City of the Sun.'	
53	**Clear the Sun Furrows Hunting Trials**	Sun Furrows Hunting Ground
	Aim for three Blazing Suns. The RHO Overrides are required here, but you'll already have them if you've followed the previous steps.	
54	**Collect Resources**	Sun Furrows Hunting Ground
	Repeat the Ravager vs. Machines or Thunderjaw vs. Ravager Trials until you've obtained two Crystal Braidings from the Thunderjaw and a surplus of Shards. Sell any excess Modifications and non-critical Resources to expedite the process.	
55	**Purchase all remaining Shadow weapons and the Oseram Arrowbreaker Heavy Outfit**	Sun Furrows Hunting Ground Merchant
	Once you have these important pieces of equipment, you'll never need to farm Crystal Braidings again and can sell any new ones you find.	
56	**Clear Cauldron ZETA**	North of the Sun Furrows Hunting Ground
	Avoid the Stalkers guarding the entrance by skirting up the hill to the east of the road or approaching through the nearby Scrapper site. This Cauldron is extremely short but its Core guardian is a Thunderjaw, so bring plenty of ammunition and healing potions.	
57	**Clear Corrupted Zone 10**	Desert east of Cauldron ZETA
	The Corrupted Rockbreakers here are some of the toughest enemies in the game. Climb the rock formations in the middle of this zone to avoid their digging attacks.	
58	**Complete 'The Field of the Fallen'**	Erend/Ambush Site Vicinity
	Meet up with Erend and finish the Quest.	
59	**Initiate 'Into the Borderlands'**	Automatic
	This Quest will automatically begin upon completion of 'The Field of the Fallen.	
60	**Advance 'Hunting for the Lodge'**	Ligan/Hunter's Lodge
	Enter the Hunter's Lodge to automatically hand in your medals and gain access to the Lodge. Ligan will tell you how to proceed with the Quest.	

61	**'Weapons of the Lodge'**	Aidaba/Hunter's Lodge

Speak with Aidaba and hand in your medals. If you've acquired three Blazing Suns from every Hunting Ground, you'll instantly receive all three Lodge weapons and complete the Quest.

62	**'Collateral'**	Farmstead north of the Spurflints Hunting Ground

You'll have the option of a frontal assault on the complex or a stealthy infiltration, and Olin may be available to accompany you depending upon your choices during 'The City of the Sun.'

63	**Complete 'Hunting for the Lodge'**	Spurflints and Sun Furrows Hunting Grounds; Meridian Area

Obtain the Stalker and Ravager Trophies at the Spurflints and Sun Furrows Hunting Grounds. For the Sawtooth Trophies, visit the two Sawtooth Sites directly west of Meridian.

64	**Advance 'Into the Borderlands'**	Blameless Marad/Meridian Palace

Enter the palace and speak with Marad to continue this quest.

65	**'Hunter's Blind'**	Talanah/Hunting Lodge

Speak with Talanah to start this Quest. Upon its completion, you will receive the Tearblaster.

66	**'Deadliest Game'**	Talanah/Hunting Lodge

Speak with Talanah to start this quest. You can acquire the Thunderjaw Trophy at the Sun Furrows Hunting Ground and the Stormbird Trophy from the Stormbird near the Greatrun Hunting Ground

67	**'Redmaw'**	Talanah/Hunting Lodge

You'll be facing a Thunderjaw and a number of human enemies, so bring as many healing potions as you can carry and be sure you have enough Resources to craft extra ammunition. Talanah will now aid you during the game's final Quest.

68	**Override the Sun-Steps Tallneck**	Due north of Morning's Watch

Overriding this Tallneck will reveal the area directly to the north encompassing Pitchcliff and the GAIA Prime facility.

69	**Initiate 'Death from the Skies'**	Hakurt/Near the Merchant directly northwest of the Sun-Steps Tallneck

You'll find Hakurt lying wounded on the roadside; speak to him and the Quest will automatically begin.

70	**'Acquired Taste'**	Brin/Banuk camp due west of the Sun-Steps Tallneck

From Hakurt's location at the start of 'Death from the Skies,' follow the road west to a Broadhead Site and turn south toward the Campfire. Once you've unlocked this location for Fast Travel, you can move quickly to and from the Machine Sites and Hunting Grounds where the requested items are found.

71	**Acquire the Metal Flower Mark II (F) in the middle of nowhere**	Due far east of Cauldron ZETA

You'll find this flower on the crest of a ridge north of Hakurt's location at the start of 'Death from the Skies.' The only nearby landmarks are Campfires to the west and south, a Ravager site to the south and a Trampler Site to the east.

72	**Acquire the "Mother" Banuk Figure south of Pitchcliff**	Mountainside overlooking the river

Stand across the river from the Campfire and locate the Banuk paintings clearly visible on the mountainside to the north – the Brave Trail leading to the figure starts at the foothills directly below those markings.

73	**Complete 'Into the Borderlands'**	Pitchcliff

'Death from the Skies' will be paused while 'Into the Borderlands' is active, so you'll need to complete this Quest first.

74	**Initiate 'The Sun Shall Fall'**	Automatic

This Quest will automatically begin once you've completed 'Into the Borderlands.'



75	**Complete 'Death from the Skies'**	Pitchcliff

Tying down the Stormbird with your Ropecaster and overriding it will turn your most dangerous target into a source of close air support, making the final segment of this Quest far easier.

76	**Acquire the Metal Flower Mark II (G) north of Pitchcliff**	Far northern end of the canyon

The flower can be found atop a rock outcropping along the east wall just before the wooden gate at the end of the road. Watch out for the Stormbird circling overhead and be prepared for a fight as there's almost no cover in the area.

77	**Acquire the Metal Flower Mark II (E) west of Free Heap**	Thunderjaw Site rimmed by hills and crags

Approach from the north, past the Campfire. The flower is on the northern shore of the north pond, but you'll have to avoid (or destroy) the nearby Thunderjaw in order to reach it.

78	**'Heap of Trouble'**	Petra/Free Heap

You'll face a large number of human enemies, but Petra will provide you with a temporary weapon that all but trivializes the encounter.

79	**'Hammer and Steel'**	Kaeluf/Free Heap

This Quest is only available after completing 'The City of the Sun' and 'Heap of Trouble.'

80	**Acquire the Metal Flower Mark II (A) north of Dawn's Sentinel**	Directly between Free Heap and Dawn's Sentinel

This flower can be found at the end of the shallow gorge leading north from Dawn's Sentinel.

82	**Acquire the Metal Flower Mark II (B) east of Dawn's Sentinel**	Snapmaw Site southeast of Dawn's Sentinel

You'll find this flower on a small island next to the fuselage of the crashed aircraft a short distance north of the road.

83	**Complete 'The Sun Shall Fall'**	Avad/Meridian

Return to Meridian and head for the palace to proceed with this Quest. Erend will now aid you during the game's penultimate Quest.

84	**Flashpoint**	
	Occurrence: During the conversation with Avad at the end of the quest	Avad's future dialogue will change depending on your choice.

SUNFALL, POINTS NORTH AND LOOSE ENDS

01	**Acquire the Bryce Orbital Vantage Cache at Sunfall**	Eastern mountains overlooking Sunfall

The Brave Trail leading to the cache begins on the opposite side of the mountains from Sunfall at the foothills just northwest of the Longlet Site.

02	**Acquire the Metal Flower Mark II (D) north of Sunfall**	Crest of a ridge overlooking Sunfall

To reach this flower, you'll need to follow a path branching from the main road at the Shell-Walker Site to the east. The path ascends into the mountains and ends at a Brave Trail leading up to the flower.

03	**Clear the Shattered Kiln Bandit Camp**	Northeast of Sunfall

Approaching the camp from the northwest road will position you to immediately destroy the alarm. You'll also find Nil waiting by the southeast road if you wish to bring him with you.

04	**Acquire the "Sterling-Malkeet" Ancient Vessel at the Shattered Kiln Bandit Camp**	Shattered Kiln Bandit Camp

This vessel can be found in a pile of Ancient Debris in front of the prisoner cages.

05	**Advance 'Maker's End'**	Maker's End

Find and loot the supply stash left for you by the mysterious stranger.

06	**Acquire the "Metallurgic" Ancient Vessel outdoors at Maker's End**	Maker's End

You'll find this vessel in a pile of Ancient Debris on the south side of the nearby building, just north of the Campfire.

07	**Clear Corrupted Zone 09**	Maker's End

Climb the northern cliff face to a sniping perch where the enemies can't reach you and dislodge the Corrupted Ravagers' cannons to prevent them from counterattacking.

08	**Acquire the Faro Automated Solutions Vantage Cache near Maker's End**	Rock spire south of the Shell-Walker Site near Corrupted Zone 09

This cache sits atop a spire of rock at the end of the road leading south from the Shell-Walker Site.

09	**Advance 'Maker's End'**	Maker's End

Proceed through the ruins until Aloy begins commenting on the sounds of nearby explosions.

10	**Acquire the "Thunderheads" Ancient Vessel indoors at Maker's End**	Maker's End

This vessel lies in a pile of Ancient Debris in plain view along the path through a ruined office building to the FAS headquarters – you'll pass it on the way to the Deathbringer encounter at the skyscraper entrance.

11	**Complete 'Maker's End'**	Maker's End

Be absolutely sure to collect the Power Cell at the top of the FAS building before you leave – you do NOT want to climb all the way back up a second time!

12	**Initiate 'The Grave-Hoard'**	Automatic

This Quest will automatically begin when you complete 'Maker's End.'

13	**Fast Travel to the Banuk Encampment**	Banuk Encampment

This will place you very close to the Grave-Hoard, making the trip there much shorter.

14	**Complete 'The Grave-Hoard'**	Grave-Hoard

Make your way into the ruins and finish the Quest.

15	**Initiate 'To Curse the Darkness'**	Automatic

This Quest will automatically start upon the completion of 'The Grave-Hoard.'



16	**Clear the Hollow Fort Bandit Camp and complete 'Cause for Concern'**	Hollow Fort Bandit Camp

Clearing this final Bandit Camp will complete 'Cause for Concern' and automatically initiate 'Cause for Concern – Farewell.'

17	**Initiate 'Cause for Concern – Farewell'**	Nil/Final Bandit Camp cleared

Speak to Nil after clearing the last Bandit Camp to start this Quest.

18	**Complete 'Cause for Concern – Farewell'**	Mesa just northwest of the Spearshafts Tallneck

You can access the top of the mesa via a Brave Trail at the end of two converging roads on the east side. If you decline Nil's request, he will appear in Meridian to aid you during the game's final Quest. Don't leave the area without picking up the nearby Metal Flower.

19	**Acquire the Metal Flower Mark III (F) near the Spearshafts Tallneck**	Mesa where you met with Nil during 'Cause for Concern – Farewell'

You'll find this flower hidden behind a boulder atop the north side of the mesa where you encountered Nil during 'Cause for Concern – Farewell.'

20	**Complete 'To Curse the Darkness'**	Eclipse Base

Head for the coordinates provided by Sylens and finish the Quest.

21	**Initiate 'Deep Secrets of the Earth'**	Automatic

You'll automatically receive this Quest upon completion of 'To Curse the Darkness.'

22	**Override the Rustwash Tallneck**	Northeast of Blazon Arch

Overriding this Tallneck will reveal the remaining area of the Map surrounding Sunfall.

23	**Clear Corrupted Zone 11**	Slightly northwest of the Rustwash Tallneck

From the Campfire west of the Rustwash Tallneck, follow the road north to the second arch and head directly west to a gap in the rocks – this will allow you to snipe the Corrupted Machines from relative safety.

24	**Acquire the "The Vision" Banuk Figure south of Sunfall**	Just north of Corrupted Zone 11

From the Campfire west of the Rustwash Tallneck, follow the road north to the campfire at the junction, then face directly west and locate the Banuk paintings on the mountainside ahead. The Brave Trail leading to this figure begins below these markings.

25	**Initiate 'Healer's Oath'**	Abas/Sunfall Refugee Camp

Talk to Abas, then return to Blazon Arch and speak with Ghaliv. If you don't already have a Thunderjaw Heart, you'll need to get one in a valley to the northwest of Blazon Arch.

26	**Acquire the Metal Flower Mark II (H) northwest of Blazon Arch**	Valley along the western edge of the Map

Work your way north through the valley until you come to the flower, which sits in plain sight about halfway to the northern end. If you need a Thunderjaw Heart for 'Healer's Oath,' you can get it here as well.

27	**Complete 'Healer's Oath'**	Ghaliv, Abas/Sunfall

Meet up with Ghaliv at Sunfall, then speak to Abas to finish the Quest.

28	**Advance 'Deep Secrets of the Earth'**	Sunfall

Equip your disguise and enter Sunfall to proceed with the Quest.

29	**Initiate 'Traitor's Bounty'**	Automatic

'Traitor's Bounty' will automatically begin when you trigger the cutscene at the Sunfall palace. As soon as you receive this Quest, leave the Citadel and complete it before progressing any further in 'Deep Secrets of the Earth.'

30	**Complete 'Traitor's Bounty'**	Vanasha/Sunfall Refugee Camp

Speak to Vanasha and head for the location she specifies to find Uthid.

31	**'Queen's Gambit'**	Automatic

You'll automatically receive this Quest upon completion of 'Traitor's Bounty.' Finish 'Queen's Gambit' before you return to Sunfall and resume 'Deep Secrets of the Earth.' Uthid and Vanasha will now aid you during the game's final Quest.

32	**Complete 'Deep Secrets of the Earth'**	Sunfall

Return to Sunfall and complete 'Deep Secrets of the Earth.'

33	**'The Terror of the Sun'**	Automatic

'Deep Secrets of the Earth' will automatically transition into this Quest upon completion. Your dialogue choices here don't matter, although the conversation will reflect whether or not you've completed 'Traitor's Bounty' and 'Queen's Gambit' before this point.

34	**'Heart of the Nora'**	Mother's Watch

This Quest will automatically activate upon completion of 'Terror of the Sun.' Fast Travel within the Embrace will be locked until the Quest is complete, so the closest available Fast Travel target is the Campfire outside the Main Embrace Gate. Speak to Teersa after fulfilling the final objective to learn Rost's past.







35	**Flashpoint**	

Occurrence:
During the conversation with the High Matriarchs outside the ELEUTHIA-9 facility

Consequence:
Changes how Lansra reacts to you after you exit the facility

36	**Initiate 'The Mountain That Fell'**	Automatic

This Quest will automatically activate upon completion of 'Heart of the Nora.'

37	**Acquire the King's Peak Vantage Cachâe near GAIA Prime**	Cliffs west of the GAIA Prime facility

The Brave Trail leading to the cache is visible on the cliff face to the west of the road along the river.

38	**Complete 'The Mountain That Fell'**	GAIA Prime

Be absolutely sure to pick up the final Power Cell in the GAIA Prime facility during this quest. You'll also receive Sylens' Lance, which will replace your Spear and provide massive upgrades to your melee attacks.

39	**Complete 'The Ancient Armory' and acquire the Shield-Weaver Outfit**	Bunker

Return to the Bunker and use all four Power Cells to reactivate the equipment. You may now access the Shield-Weaver Outfit.

40	**'The Looming Shadow'**	Erend/Meridian

This Quest will automatically begin upon completion of 'The Mountain That Fell.' You'll have a chance to review Meridian's defenses and speak to all of the optional allies you've recruited up to now, as well as complete any activities or preparation you deem necessary before the final battle.

41	**'The Face of Extinction'**	Meridian and the Spire

Resting in Olin's house during 'The Looming Shadow' will transition directly into the beginning of this Quest, which pits you and your allies against the Eclipse in the final battle of the game. Good luck!

RECOMMENDED SKILL PROGRESSION

The following tables outline a few of our recommended Skill progression paths, which emphasize the strengths of different playstyles. As with any journey in life, the first few steps are the most important, and to that end we have focused on the first 15 Skills that you acquire, since it's the order in which you get them that will have the greatest impact on your gameplay.

While we've named many of them according to the different Skill Trees, that does not mean that the progression is based purely around that tree. They are instead built around the spirit of the playstyles that the Skill Trees are trying to evoke, which means the acquisition of Skills from any tree to best suit that style. These tables serve only as a general guideline, so feel free to adjust the order in which you learn each Skill according to your personal preferences and gameplay habits – for this purpose, you'll find specific information about the effects of each Skill on P.68.

Please note that the 'Combat Override,' 'Combat Override +' and 'Call Mount' Skills do not become accessible until the conclusion of the Quest 'Womb of the Mountain;' and as a result, they can not be calculated into a fixed acquisition order with the other skills. When you acquire them is totally dependent on how often you are using Overrides during combat, and how quickly you're seeking out Cauldrons to increase the number of machines you can Override. A good general pace is to acquire one of the Override skills each time you clear a Cauldron, because their acquisition will then be naturally faster or slower based on your progress.

PROWLER

	Skill
1	Silent Strike
2	Lure Call
3	Concentration
4	Heavy Lifter
5	Concentration +
6	Fast Reload
7	Double Shot
8	Triple Shot
9	Critical hit
10	Silent Drop
11	Low Profile
12	Dodge Prowess
13	Quiet Sprint
14	Precision
15	Precision +

This route is primarily focused on getting the most out of your bow Skills as early as possible, after acquiring a couple of utility combat Skills at the start. A lot of the Skills you'll be acquiring early by following this path require 3 Skill Points each, so it does require quite a heavy investment before you start seeing the returns. Once you do start to combine all those bow Skills in combat, however, that investment starts to pay off immediately. You then branch off into getting the stealth related skills so that you can move around the outskirts of a battlefield undetected while picking targets off at a distance.

BRAVE

	Skill
1	Concentration
2	Critical Hit
3	Precision
4	Precision +
5	Knock Down
6	Lure Call
7	Silent Strike
8	Strike From Above
9	Strike From Below
10	Leader Strike
11	Hunter Reflexes
12	Strong Strike
13	Strong Strike +
14	Critical Hit +
15	Heavy Lifter

Taking the Brave approach means focusing on up-close and personal encounters where you rely heavily on your Spear and melee skills. Going for Knockdown early will give you a lot of control against some of the more dangerous enemies, which you'll need if you're fighting them at close range. By taking Hunter Reflexes you can also gain some additional time dilation for close range bow usage, without investing heavily in reaching Concentration +.

FORAGER

	Skill
1	Lure Call
2	Silent Strike
3	Concentration
4	Gatherer
5	Scavenger
6	Ammo Crafter
7	Scavenger +
8	Healer
9	Herbalist
10	Heavy Lifter
11	Concentration +
12	Critical Hit
13	Fast Reload
14	Double Shot
15	Precision

Opting to follow the forager path means playing the long game and planning ahead. Acquiring all of the Resource skills first means that combat encounters during the early stages of the game will be more difficult because you lack the abilities required to help you during open combat. Taking Lure Call and Silent Strike first will help mitigate some of that as long as you are playing to the strengths of those Skills.

The goal of this path, however, is to accumulate masses of Resources both through gaining additional ones from kills and gathering, and from saving them when crafting ammo. What that allows you to do is upgrade all of your pouches sooner, so that you can carry even more items and have more things to sell to Merchants. With all of your extra wealth you'll be able to offset the lack of combat Skills through the purchasing of better weapons and Outfits, without ever having to worry about running out of ammo crafting materials.

JACK OF ALL TRADES

	Skill
1	Silent Strike
2	Lure Call
3	Concentration
4	Precision
5	Precision +
6	Knock Down
7	Heavy Lifter
8	Concentration +
9	Fast Reload
10	Double Shot
11	Strike From Above
12	Strike From Below
13	Leader Strike
14	Triple Shot
15	Hunter Reflexes

This is actually one of the few instances where the jack of all trades can quite quickly also become the master of all of them. Taking a balanced approach to the acquisition of both ranged and melee Skills lets you reap the benefits of both at a steady pace, without any real sacrifices. Knockdown should still be an early priority because of the additional enemy control that it offers, but then go straight into acquiring a group of ranged Skills that will allow you to inflict as much damage as possible to the enemy that you just knocked down. By going for Leader Strike next you'll also be ready for any encounter with a heavy Human enemy, with the option of both a ranged Double Shot approach, or a close range Silent Strike.





Region Guide

Horizon Zero Dawn's lush world has been the subject of a lot of cartography over the millennia, but never in such exacting detail as you'll find on the pages that follow. Everything of interest in each major region or settlement is laid bare here. If you really want to help Aloy find what she's looking for, this chapter will prove indispensable.



ABOUT THIS CHAPTER

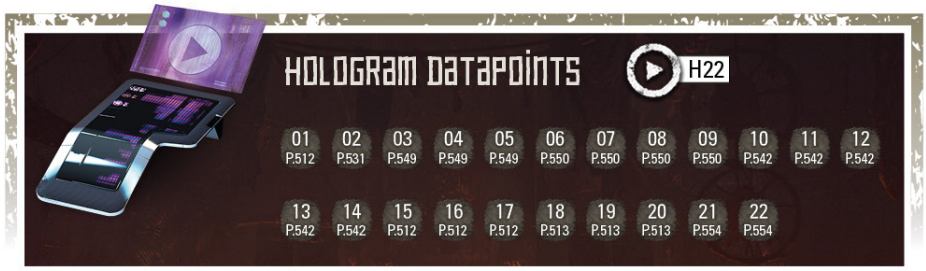
The following pages feature maps of the entire world of Horizon. We've used the main geographical regions or settlements to split the maps up, and included all interior maps that appear within each region. We're showing as many items, places and things of interest as we can on these maps without oversaturating them and making them less useful. Before you turn the page, though, take a minute to see how we've organized things – doing so will make finding what you want a little easier.

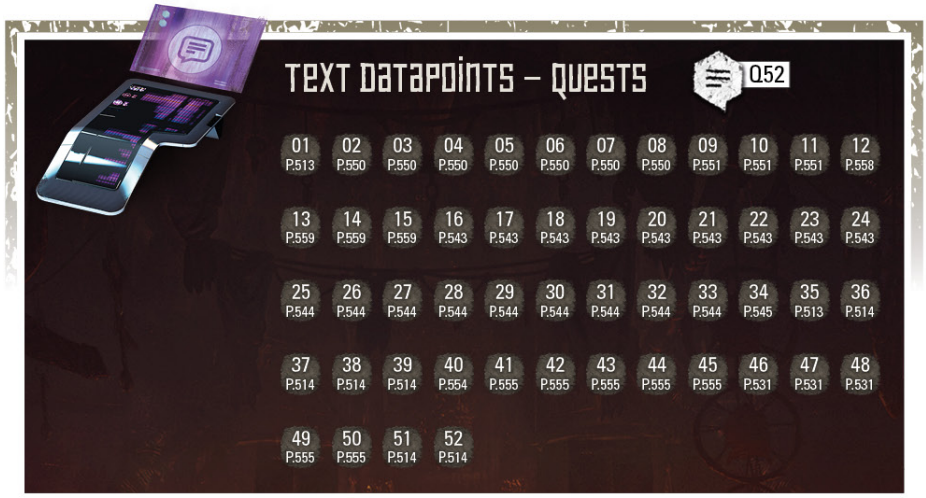
Spoiler Level
A quick note about the spoiler level of this chapter – it's pretty high if you haven't played through the area you're looking at yet. The screens for each Datapoint and Collectible will reveal locations and details you may not want to see until you reach the area in question. This chapter is best consulted either when you're near the end of the game or if you have already played through it once.

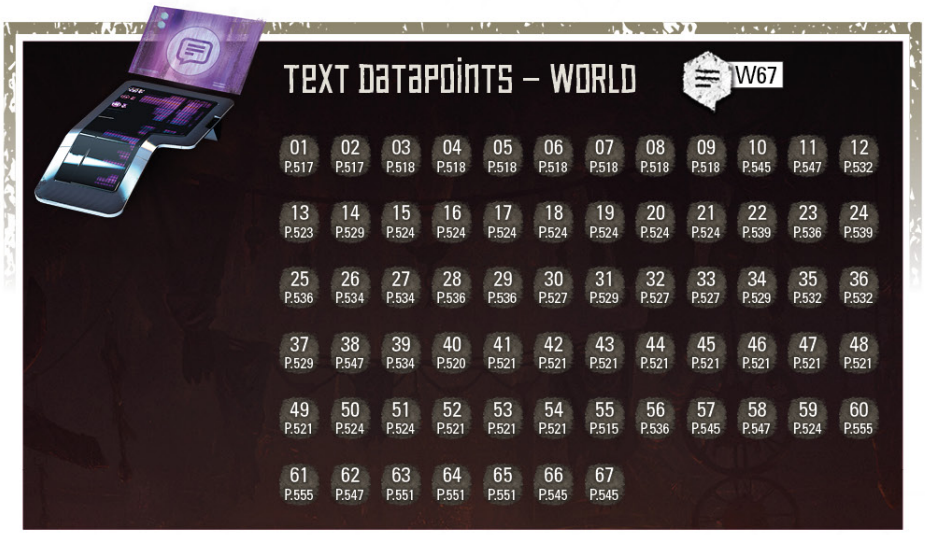
Datapoints and Collectibles

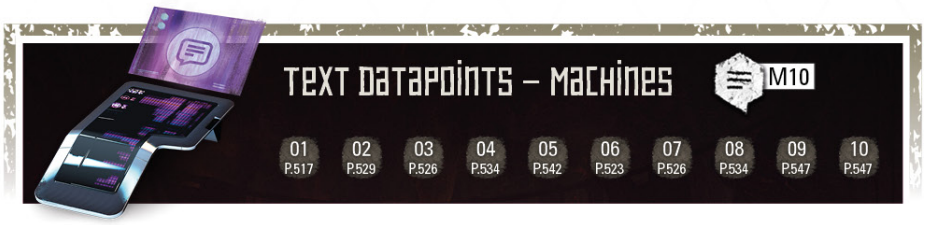
You'll find the locations of all Datapoints and Collectibles on the maps that follow. To make it easy to find ones you're missing, we've linked them to the in-game Notebook menus and numbered each one within its category. If you want to find the 16th Audio Datapoint, for example, follow the page reference shown for it, and then simply look for the icon with A16 next to it.















DATAPOINT EXCEPTIONS

The following Datapoints are not acquired in the simplest of ways. Some have particular conditions or can be acquired in differing possible orders.

Tallneck Datapoints: M01-M05

You'll get these Datapoints in the same order regardless of when you override each Tallneck. We've placed them in the rough order in which you'll find them by following our recommended progression from the Quest Guide chapter.

Cauldrons: M06-M10

M10 is received automatically upon completion of your last Cauldron (ZETA if you're following our progression guide), so we've placed it at that location.

Eclipse Camp during Main Quest 'To Curse the Darkness': A28-A33

While you're making your way through the camp you'll go through Helis' tent, and at that time there will be a total of six datapoints to scan. If you miss any of them, they will get washed into the river during your escape and wind up at the bottom of the waterfall, so you'll have a second chance to acquire them.

Sobeck's Journals during the Main Quest 'The Mountain that Fell': Q40-Q48

As you go through the GAIA Prime facility you'll eventually reach Elisabet Sobeck's office and have the chance to scan her journals. The data in the journals has become corrupted over the millennia, but your Focus is capable of making the repairs given enough time. By completing certain actions during the Main Quest 'The Looming Shadow' you can acquire the repaired versions of her journal entries to read at your leisure.

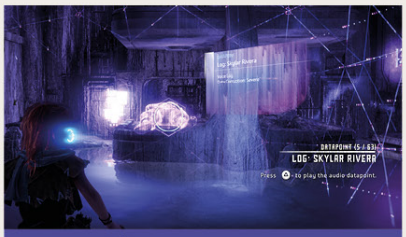

THE EMBRACE
W07
W05
W09
W08
W04
W06
M01
W02
W03
W01
W55

DATAPOINTS



A01 Audio

Log: Connor Chasson On the body of the Connor Chasson on the bunk to the left of the door to the sleeping quarters.



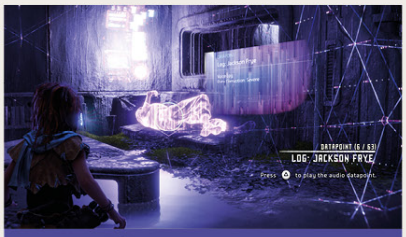
A02 Audio

Log: Skylar Rivera On the body of Skylar Rivera on a bunk in the sleeping quarters.



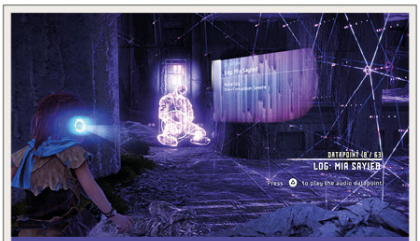
A03 Audio

Log: Ella Pontes On the body of Ella Pontes on a bunk in the sleeping quarters.



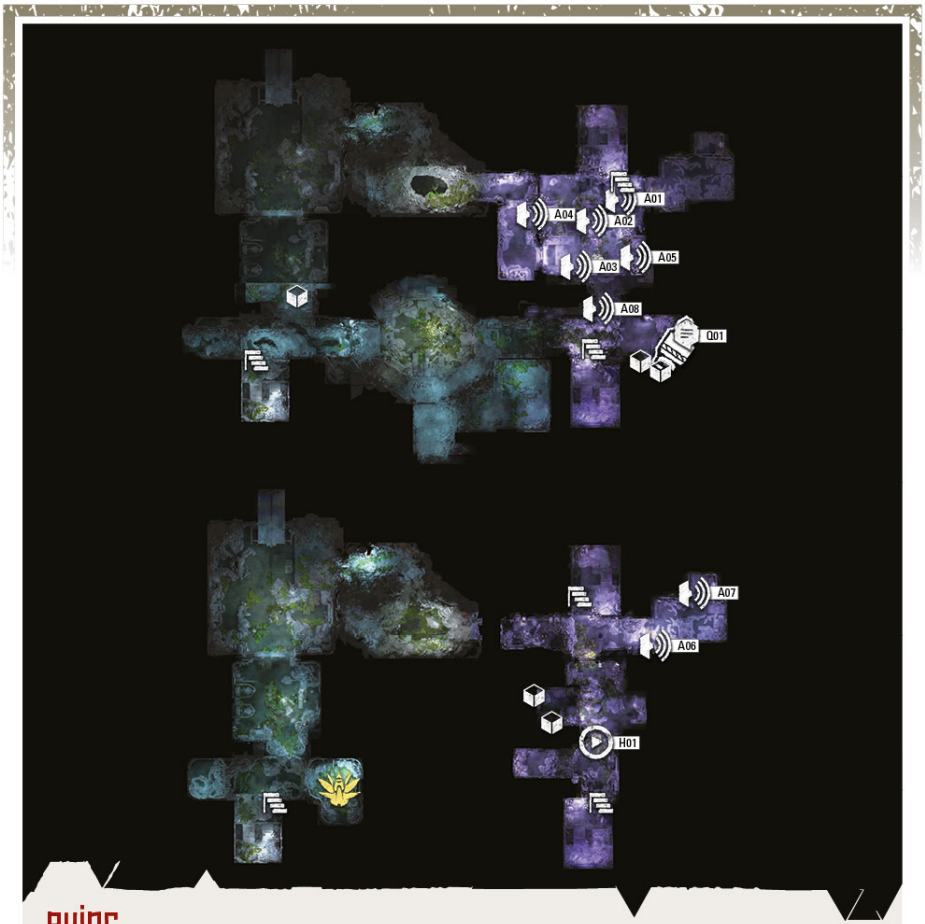
A04 Audio

Log: Jackson Frye On the body of Jackson Frye on a sofa in the room adjacent to the sleeping quarters.



A05 Audio

Log: Mia Sayied On the body of Mia Sayied next to a bunk in the sleeping quarters.



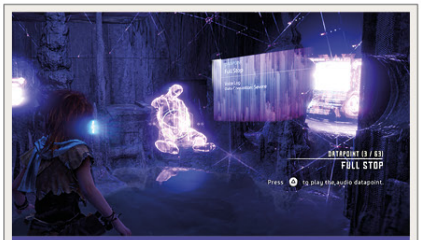
RUINS

Even within the meadows of the Embrace, the Nora can be tested by the lure of the Metal World. Children are taught from an early age that these caves are forbidden.



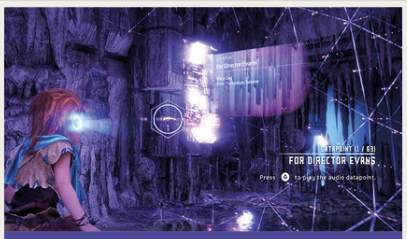
A06 Audio

Log: Connor Chasson On the table in the community room, accessed after prying open the door where the unknown man is.



A07 Audio

Full Stop On the body of a man in the room adjacent to the community room.



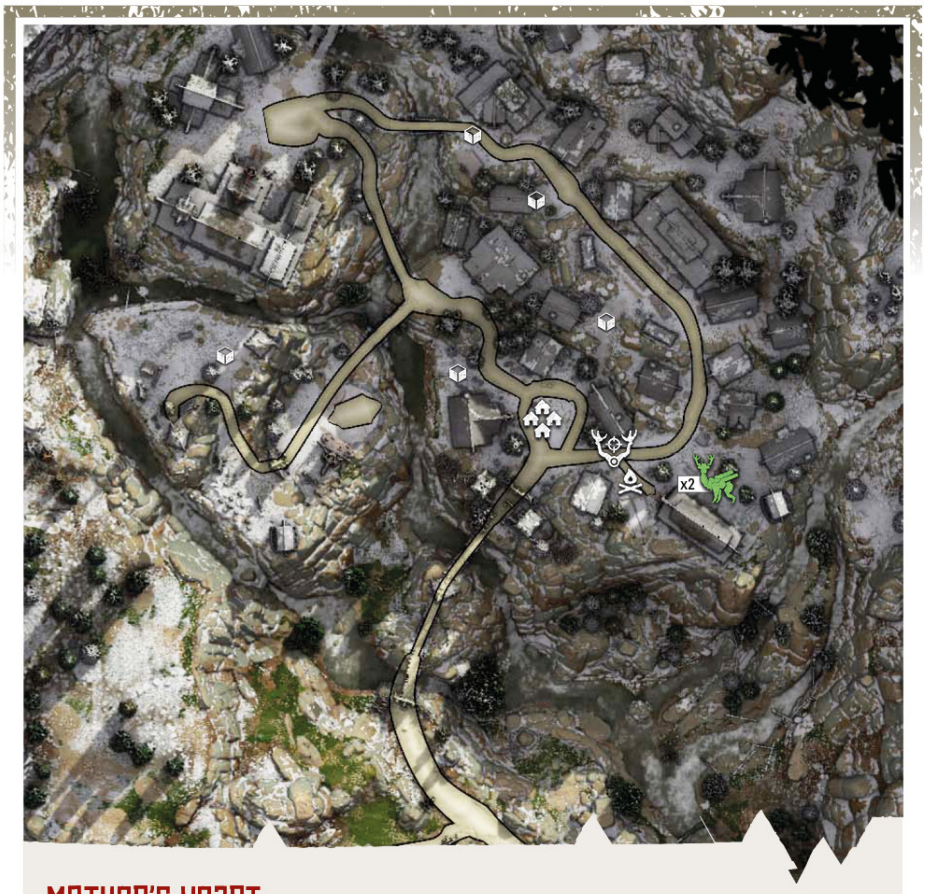
A08 Audio

For Direction Evans Placed on a shelf on the other side of the first locked door.



A49 Audio

[LESSON 57-6-A] Unlocked by scanning the pedestal in the entry to the third ward, second floor of Eleuthia-9.



MOTHER'S HEART

The chief settlement of the Nora straddles the hills overlooking the central Embrace. Inside its walls, the Matriarchs, hunters and braves of the tribe have their communal lodges, along with public areas for meeting, training, teaching and ritual.



BUNKER

A shaft in the Nora valley leads down to a flooded channel. Shunned by braves for bearing the curse of the Metal World, whatever lies within has gone undisturbed for generations.



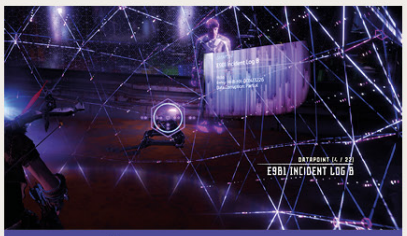
H01 Hologram

Happy Birthday Isaac! On the body of the unknown man in a room at the bottom of the first stairs after the locked door.



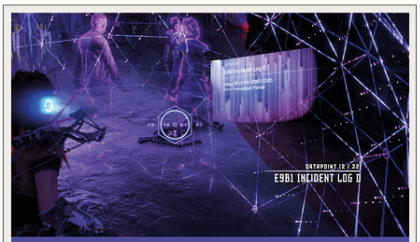
H15 Hologram

E9B1 Incident Log A On the floor in the hall outside the second ward, second floor of Eleuthia-9.



H16 Hologram

E9B1 Incident Log B On the floor on the south side of the third ward, second floor of Eleuthia-9.



H17 Hologram

E9B1 Incident Log D On the floor in the hall outside of the third ward, second floor of Eleuthia-9.



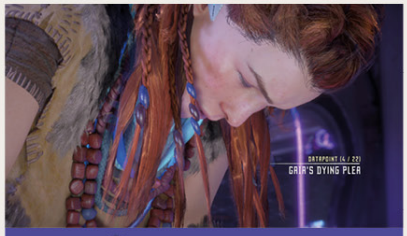
H18 Hologram

E9B1 Incident Log C On the floor on the north side of the third ward, second floor of Eleuthia-9.



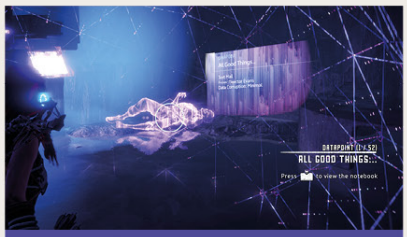
H19 Hologram

Welcome to the Lyceum There are six copies of this Datapoint on desks in the upper level of the Lyceum, third floor of Eleuthia-9.



H20 Hologram

GAIA's Dying Plea Unlocked by scanning the central pedestal in the Control Room, second floor of Eleuthia-9.



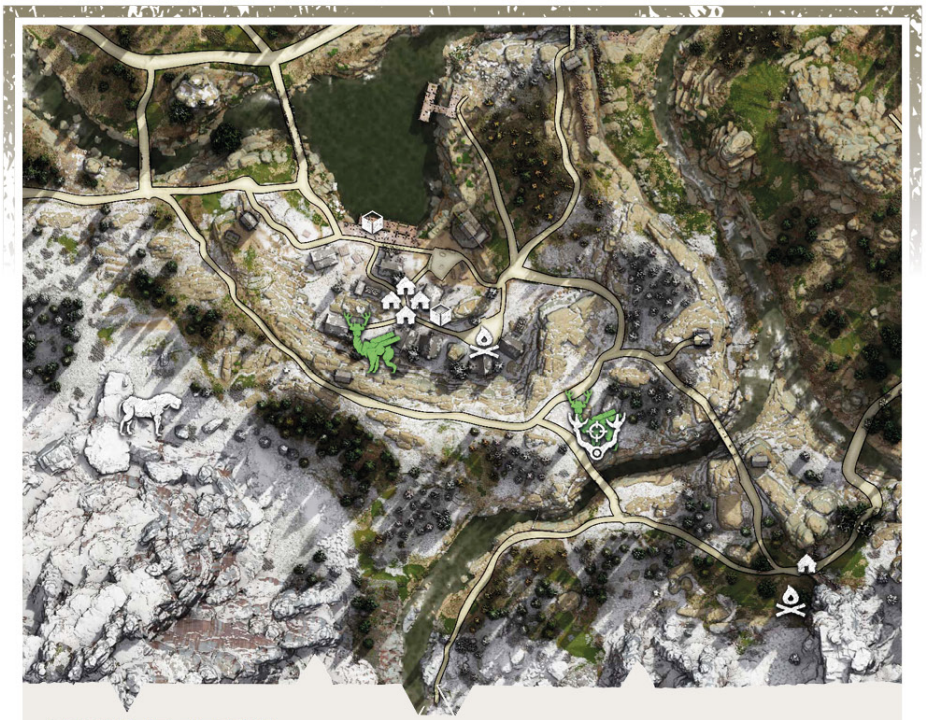
Q01 Text

All Good Things On the body of Director Evans in a room accessible via breaking the stalagmites on the door.



Q35 Text

Ectogenic Chamber B1-001 Unlocked by scanning the Ectogenic Chamber in the first ward, second floor of Eleuthia-9.



MOTHER'S CRADLE

Built alongside the small lake fed by the Searcher's Course River as it heads into the outer valley, this small fishing village supplies food to the sentries of the Embrace walls, and for the interior. Its positioning makes it popular among those who prefer the Embrace's safety, but not the crowds of Mother's Heart.



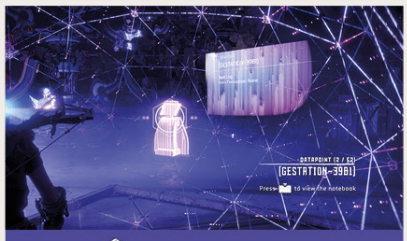
MOTHER'S RISE

A small village just outside the walls of the Embrace, Mother's Rise overlooks the rich hunting terrain of the Nora heartland and stands watch over ancient ruins of Devil's Thirst. It serves as the first stop of many young hunters leaving the Embrace for the first time.



MOTHER'S WATCH

This fort controls access to All-Mother Mountain, the tribe's most sacred place. Because of its closeness to the Goddess, Mother's Watch is the most religious of all the Nora settlements, and the locus of much of the tribe's isolationist behavior. It is also the last line of defense, should the Metal Devil's children ever return to the Embrace.



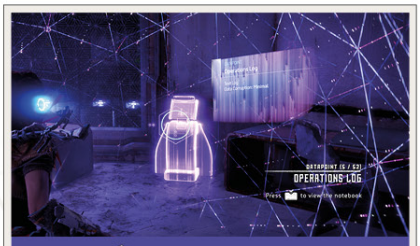
Q36 Text

[GESTATION-39B1] Unlocked by scanning the pedestal in the first ward, second floor of Eleuthia-9.



Q38 Text

[NURSERY-E9B1] Unlocked by scanning the pedestal in the second ward, second floor of Eleuthia-9.



Q37 Text

Facility Operations Log Unlocked by scanning a pedestal in the Control Room, second floor of Eleuthia-9.



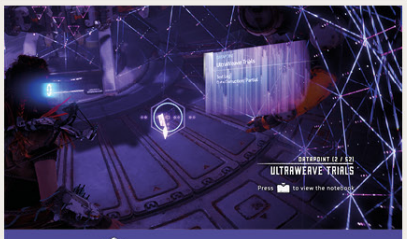
Q39 Text

[KINDERGARTEN-E9B1] Unlocked by scanning the central pedestal in the third ward, second floor of Eleuthia-9.



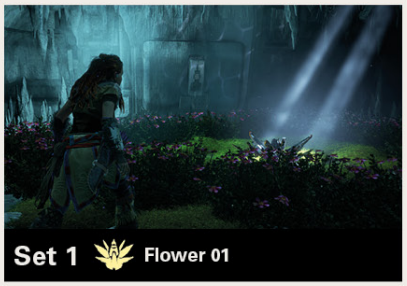
Q51 Text

UltreaWeave Progress On a desk inside the central chamber of the Bunker. Need to acquire 2 of the 5 Power Cells to gain access to the chamber.



Q52 Text

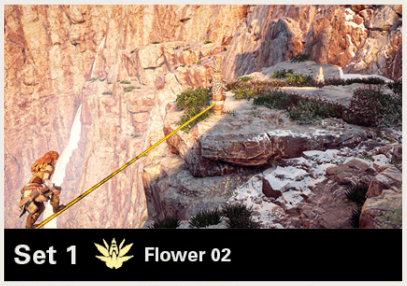
UltraWeave Trials On the podium inside the central chamber of the Bunker. Need to acquire 2 of the 5 Power Cells to gain access to the chamber.



Set 1 Flower 01

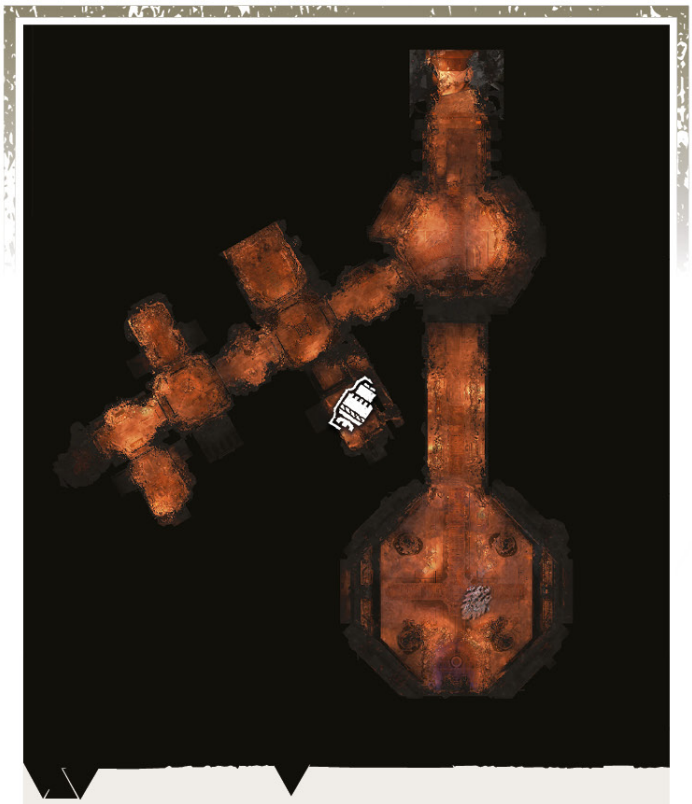
Metal Flower – Mark I (A) Enter the Ruins and proceed to the first door blocked by stalactites and stalagmites – destroy these with your Spear to gain access to the flower.





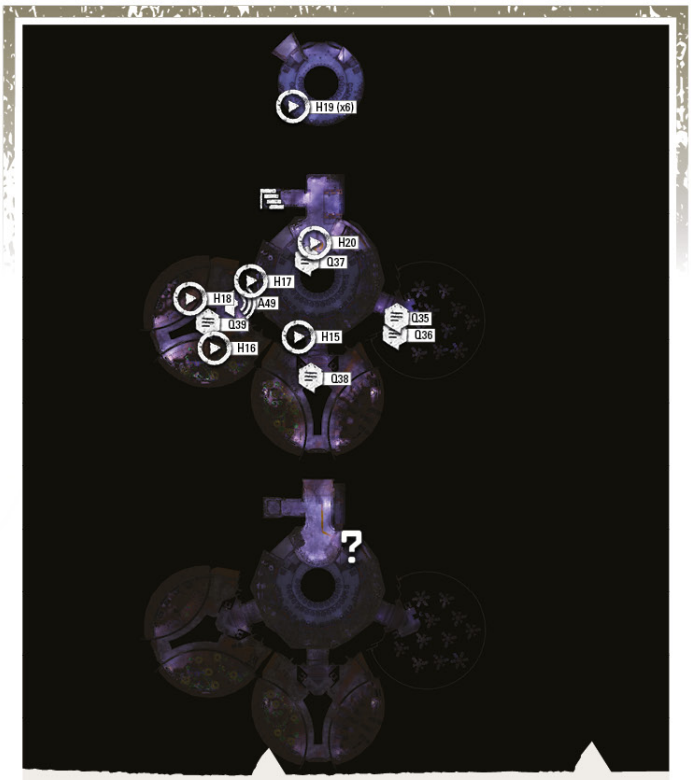
Set 1 Flower 02

Metal Flower – Mark I (B) You cannot access this flower until after completing 'Womb of the Mountain.' Pass through the gate behind Rost's Hovel and follow the road to a Brave Trail on your right, then follow the Brave Trail to the flower.



ALL-MOTHER

The tunnels inside All-Mother Mountain are the holiest place of the Nora, as they believe them to be literally within the physical manifestation of their Goddess. As such, only the Matriarchs may enter.



ELUTHIA-9

Beyond the Great Chamber in All-Mother Mountain lies the womb of the Goddess - according to Nora myth, the birthplace of all mankind.



Set 1 Flower 03

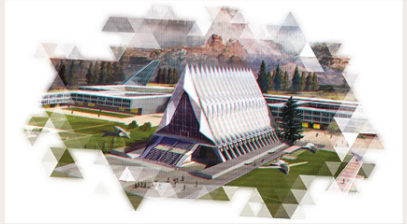
Metal Flower – Mark I (C) This flower is located on a small hill behind the first destroyed cabin on the way to the Sawtooth encounter during 'The Point of the Spear.'



Set 1 Flower 06

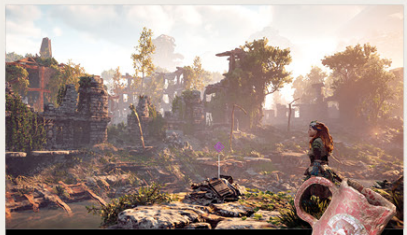
Metal Flower – Mark I (F) This flower is in plain view beside the underground pool leading to the Bunker.





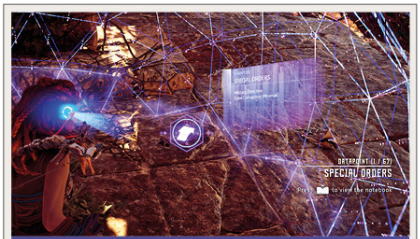
Set 1 Vantage 01

Air force Academy The first Vantage Point is located a short way northeast of Mother's Cradle. Follow the path leading south out of Mother's Cradle, and as it rises you'll be able to see a large rocky hill to the northeast – that's where you're heading. If the Southern Embrace gate is open then you can simply follow the path that leads through it and brings you up north, straight to the hill. Alternatively, you can fast travel to the Campfire just outside the Main Embrace Gate and head southeast from there. Once at the foot of the hill you'll find a pair of ledges on its northeast side that will let you reach the Vantage Point.



Set 1 Vessel 02

Arches This vessel is in a pile of Ancient Debris on the south riverbank, just northeast of the Bunker's entrance.



W55 Text

SPECIAL ORDERS Inside the ancient Air Force Academy building at a Corrupted Zone to the east of Mother's Cradle.


DEVIL'S THIRST
W20
W21
W19
W07
W05
W09
W08
W04
W06
M01
W02
W03
W01

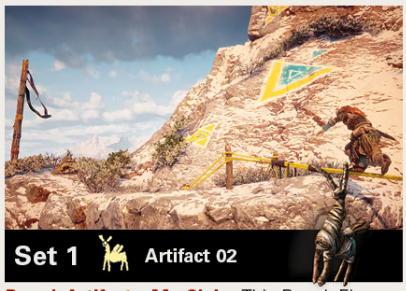
DATAPOINTS



M01 Text

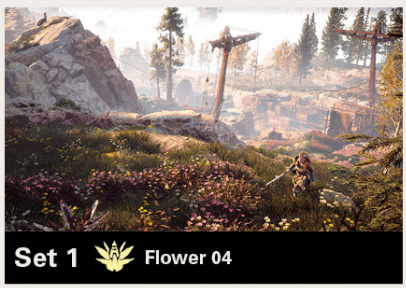
OBSERVER EVENT LOG US-W-17 Climb and then override the Tallneck.





Set 1 Artifact 02

Banuk Artifact – My Claim This Banuk Figure can be reached via a Brave Trail at the end of the road leading east from the Explorer Museum Vantage Cache. The trailhead is clearly marked with paintings and two large posts.



Set 1 Flower 04

Metal Flower – Mark I (D) You'll find this Metal Flower up the hill to the northeast of the Eclipse dig site visited during 'The War-Chief's Trail.'





Set 1 Vantage 02

Colorado Springs This view of Colorado Springs can only been seen by scaling an ancient, crumbling skyscraper in Devil's Thirst, near where the Tallneck patrols. Approach the building from the south and you'll see some yellow handholds on the western corner. Use these to climb up and inside the building. Once inside, you'll need to jump across a gap, scale the pillar with the handholds and jump across another gap to reach a large section of crumbling ground. Next, jump up again to the next level, where you'll find the Supply Crate and Vantage Point. From here you can quickly rappel back down.





Set 1 Vantage 03

Pioneer Museum There's a small rock formation near Mother's Crown with a view of the Devil's Thirst Bandit camp – that's where you'll find this Vantage Point. This one is very simply accessed; from the camp, head northwest and scale the rock from behind.



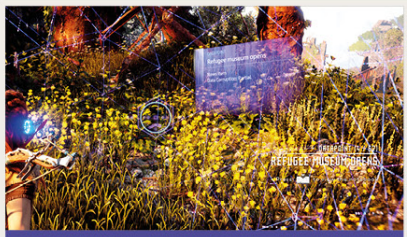
Set 1 Vessel 03

DroneHop This vessel can be found in a pile of Ancient Debris near Nil's position west of the Devil's Thirst Bandit Camp.



Set 1 Vessel 04

Wayfarers This vessel can be found in a pile of Ancient Debris by the side of the south road leading into the Devil's Thirst Bandit Camp.



W01 Text

Refugee Museum Opens Underneath a rusted cooling tower.



W02 Text

„Haere Mai" In the building ruins just south of the Devil's Thirst Tallneck.



W03 Text

Schott v. Frost Inside a building ruin next to a metal beam.



W05 Text

UK Vets Struggle North of the river overpass located above the Colorado Springs Vantage.



W07 Text

Hartz Wins Bahamas North of the northern-most Grazer Site in Devil's Thirst.



W04 Text

Jeff Andreatis Show Located underneath the Devil's Thirst map marker.



W06 Text

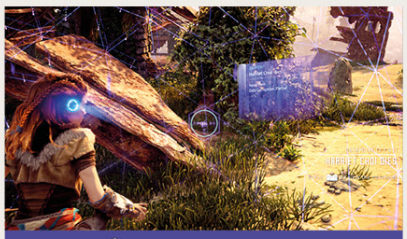
Leaks Spark Fears On the south-east side of the Colorado Springs Vantage point structure.



W08 Text

1st Amendment Virtual? Inside the ruined building just west of the Devil's Thirst location marker.





W09 Text

Harriet Choi Dies Found behind a hedge near a road intersection between a Strider and two Grazer Sites.

DEVIL'S GRIEF



DATAPOINTS



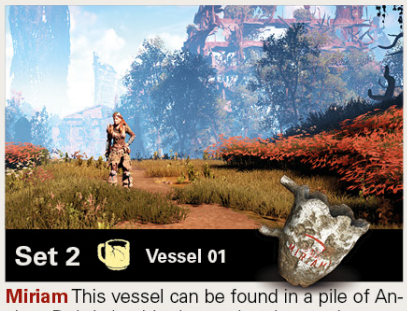
Set 1 Flower 05

Metal Flower – Mark I (E) This Metal Flower is located on the south side of a ruined wall on the edge of the woodland due south of Eclipse Camp I's location during 'Revenge of the Nora.'



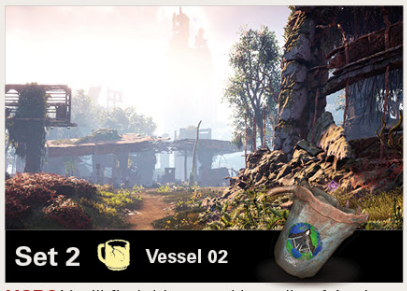
Set 1 Flower 07

Metal Flower – Mark I (G) This flower sits beneath the easternmost corner of a large ruined building on the lakeshore at the southeast corner of Devil's Grief.



Set 2 Vessel 01

Miriam This vessel can be found in a pile of Ancient Debris beside the road at the southwestern corner of the ruined building where Eclipse Camp I is located during 'Revenge of the Nora.'



Set 2 Vessel 02

USRC You'll find this vessel in a pile of Ancient Debris on the side of the road leading east toward the ruined gas station in the southwestern corner of Devil's Grief.



Set 2 Vessel 03

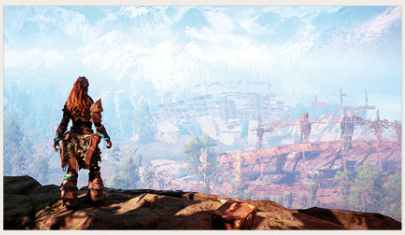
KZ This vessel can be found in a pile of Ancient Debris in a ruined garage due south of the gas station at the southwestern corner of Devil's Grief.





Set 3 Vantage 03

Red Rocks Amphitheatre To the west of Devil's Grief there's a Corrupted Zone, and this vantage point is located within it, among a herd of Corrupted Chargers and a Bellowback. Since it's an open clearing between two huge rock formations, you have little choice but to kill all of the enemies and clear the Corrupted Zone before accessing your prize.





Set 3 Vantage 04

Denver Stadium This vantage point requires a long and dangerous climb through the innards of a dilapidated skyscraper in Devil's Grief. This building is just to the east of the Devil's Grief map marker, and climbing it is much easier during the daytime. From inside the building, look for some yellow handholds leading up a hanging slab of concrete. After scaling those, there are more handholds leading up two steel girders to small platform. From here, use the ledge on the wall to reach the handholds that let you move across the gap, dropping you back down on another platform. A short jump across leads to further ledges, and the platform these deposit you on requires you to cross a beam and climb up one more time to reach the vantage point of the stadium. If you turn around you'll see a handy rappel point behind you.



W40 Text

All The Same Inside a square-roofed building to the southwest of Devil's Grief.







W41 Text

China-Sick Inside one of the ruins in Devil's Grief.



W42 Text

She's The One On a small rise on the southern half of Devil's Grief.



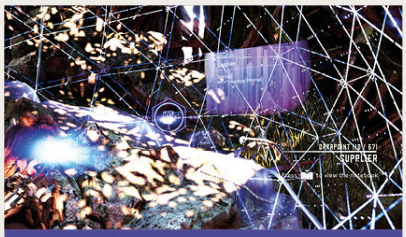
W43 Text

Mexico Inside the building ruins east of a campfire in Devil's Grief.



W44 Text

Cram Inside a large structure on the south-west of Devil's Grief.



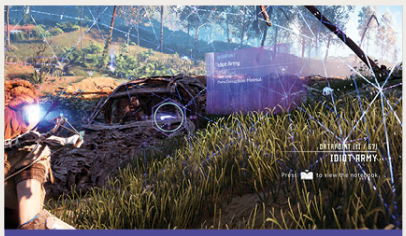
W45 Text

Supplier At the bottom of a tall building ruin at the east of Devil's Grief, underneath the Denver Stadium Vantage point.



W46 Text

Sleeper Inside the remains of a metal archway to the far east of Devil's Grief.



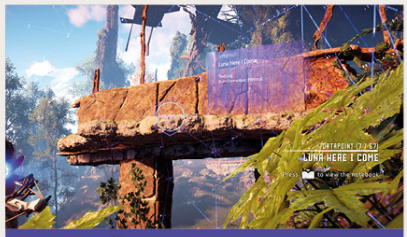
W47 Text

Idiot Army Near a small pond just south of Denver Stadium in Devil's Grief.



W48 Text

Holo-Haunting Hidden underneath a concrete slab on the west side of Denver Stadium in Devil's Grief.



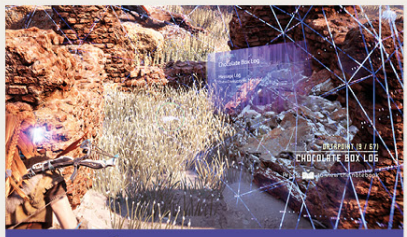
W49 Text

Luna Here I Come On a rusted metal and concrete beam to the west of Devil's Grief.



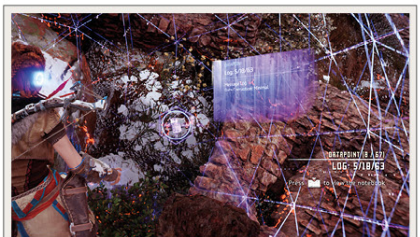
W52 Text

To All Jessifans Beneath a metal structure east of the Corrupted Zone marker to the West of Devil's Grief.



W53 Text

Chocolate Box Log Inside the remains of a building just south of the Corrupted Zone marker in Devil's Grief.



W54 Text

Log: 5/18/63 Next to a set of stairs to the north of the Corrupted Zone marker on the west of Devil's Grief.


HUNTER'S GATHERING
3
W14
W59
W50
W13
W51
M06
W54
W53
W52
S05
S15
2
2
W17
2
W18
W20
W21
2
W16
W15

DATAPOINTS



M06 Text

M/SIGMA: CORE LOG 763E Unlocked when completing Cauldron SIGMA.





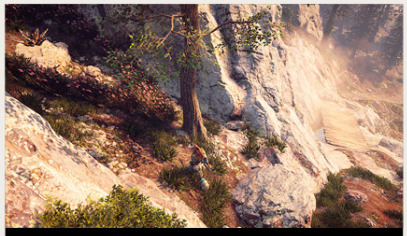
Set 1 Artifact 01

Banuk Artifact – I Name You The Brave Trail leading to this figure begins in the northwest corner of Hunter's Gathering next to a Grazer Dummy.



Set 1 Flower 09

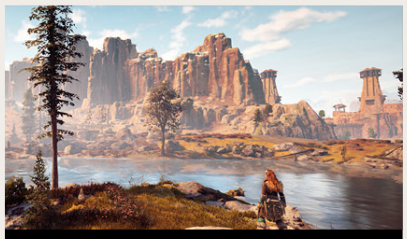
Metal Flower – Mark I (I) You'll find this flower west of Corrupted Zone 02 partially hidden among a stand of trees along the north side of the road.



Set 1 Flower 10

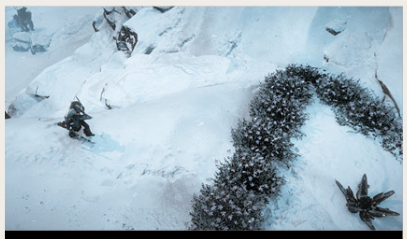
Metal Flower – Mark I (J) This Metal Flower is located just off the north side of the road east of Corrupted Zone 08.





Set 2 Flower 02

Metal Flower – Mark II (B) This flower can be found next to the fuselage of a crashed aircraft on a small island at the Snapmaw Site east of Dawn's Sentinel.



Set 3 Flower 03

Metal Flower – Mark III (C) This flower sits atop a ledge overlooking the Sawtooth Site over the mountain ridge to the north of the Two-Teeth Bandit Camp. To reach it, follow the road north from the junction and climb the ledge at the dead end.



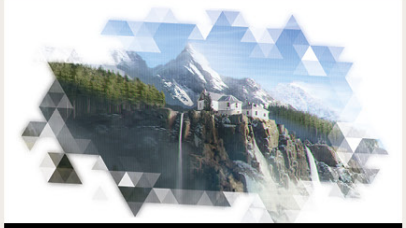
W13 Text

Lure of the Real On the blade of a wind turbine next to a Watcher Site located north of Valleymeet Hunting Grounds.

MOTHER'S CROWN

This imposing Nora fortress marks the current edge of the tribe's territory, after they were forced to give ground to the Carja during the Red Raids. The walls have held against many attacks from both man and machine, and it is considered a great honor among Nora braves to bolster its defenses. As the furthest-removed settlement from the Embrace, Mother's Crown is a hub of activity for the tribe's hunting and gathering in the valley.





Set 1 Vantage 04

Bridal Veil Falls You can find this vantage point a little to the southeast of Daytower. If you follow the mountain path from Daytower you arrive at a steep incline that is home to a group of Lancehorns, and possibly a Sawtooth. You can avoid them by skirting the small cliffs to the south, and then making your way down as you reach the hard bend in the path. You should be able to see the Vantage Point below you before dropping down. There are also a series of ledges and handholds that allow you to reach it from the bottom if you'd rather approach from the east.



W15 Text

Reiker Building? In between building ruins on an island to the south of Bandit Camp: Two-Teeth.



W16 Text

Get Ti-D-O Started! Inside a ruin on the west side of a lake south of Bandit: Camp Two-Teeth.



W17 Text

Robar is Coming! On the edge of a cliff on the south end of the Bandit Camp: Two-Teeth.



W18 Text

EZVenue Staffing Located on a river bank to the south-east of Bandit Camp: Two-Teeth on the edge of a Corrupted Zone border.



W19 Text

Inebri8 Available! In a stream near a Strider Site to the east of Mother's Crown.



HUNTER'S GATHERING

Nestled above the valley between Nora and Carja territories, this permanent camp is a Nora-sanctioned trading post where the tribe can mingle with outsiders – without allowing outsiders free access to the Sacred Lands. Hunters and outlanders of all kinds can be found here on their way through the East, along with traders making the trek back and forth from the Carja outpost.



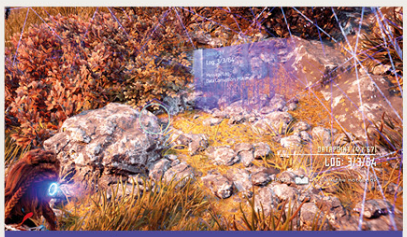
W20 Text

RPGreet In a ruin on a mountain to the north-east of Mother's Crown.



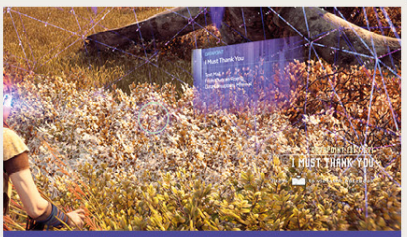
W21 Text

Get Tactile! Next to a large overgrown structure to the north-east of Mother's Crown.



W50 Text

Log: 3/3/64 Next to the road south of a Broadhead Site located west of Cauldron SIGMA.



W51 Text

I Must Thank You Next to a wind turbine near the snow line west of a watcher Site located North of Valleymeet Hunting Grounds.



W59 Text

[No subject] Behind a rock below a Strider site south of Dawn's Sentinel.

DAYTOWER/GATELANDS

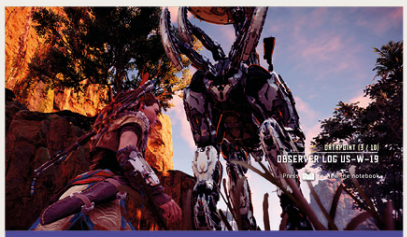




DAYTOWER

A Carja outpost situated beyond the abandoned old Nora border at Shivering Watch, the gates of Daytower guard the main road between the Carja Sundom and the East. From here, the signal beacon can be seen from Carja watchtowers across the eastern side of the Sundom and along the road to Meridian. Daytower's reputation as a slaving postin the time of the Red Raids still endures, though today it houses a bustling marketplace and its soldiers are under strict instructions not to trespass on Nora land.

DATAPOINTS



M03 Text

OBSERVER EVENT LOG US-W-19 Climb and then override the Tallneck.



S05 Scanned Glyph

The Claim On a platform suspended by a crane in Daytower.



S15 Scanned Glyph

The Derangement On a table on the upper level of Daytower.



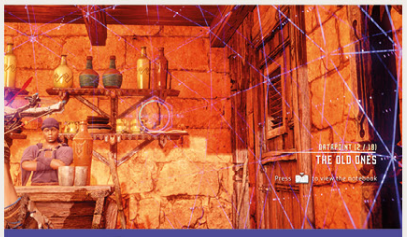
M07 Text

M/RHO: CORE LOG 653Z Unlocked after completing Cauldron RHO.



S13 Scanned Glyph

The Banuk On a cupboard in a tavern on a cliff in Lone Light.



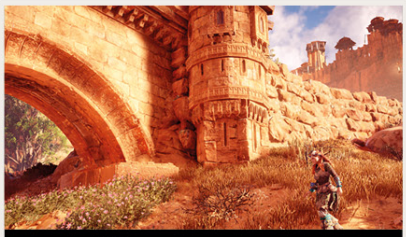
S16 Scanned Glyph

The Old Ones Located on a shelf in a cellar inn on the western side of Lone Light.



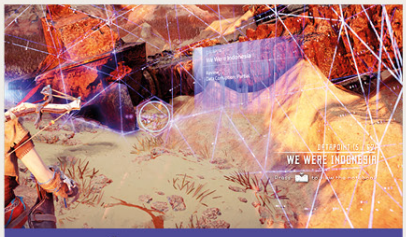
Set 3 **Flower 08**

Metal Flower – Mark III (H) You'll find this flower between the road and the western shore of the lake patrolled by the Copper Deeps Tallneck.



Set 3 **Flower 10**

Metal Flower – Mark III (J) You'll find this Metal Flower beneath the east end of the bridge west of Morning's Watch.



W30 **Text**

We Were Indonesia Located underneath an ancient machine next to some cacti near a Broadhead Site to the south-east of Lone Light.



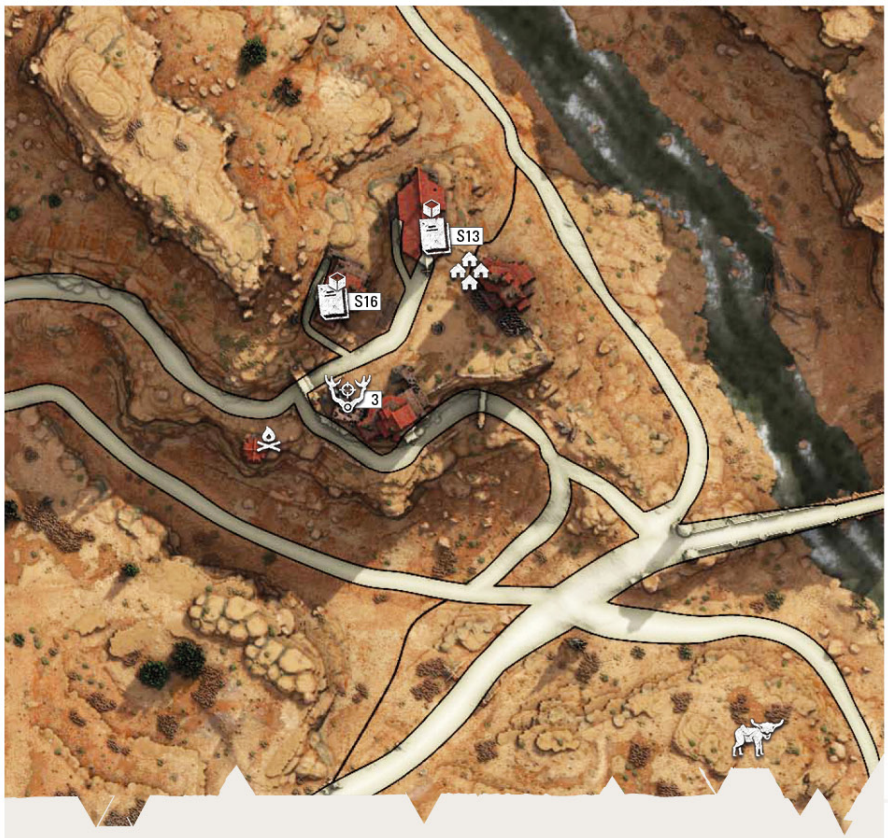
W32 **Text**

Metal vs. Meat! Inside an aircraft fuselage near a road west of Cauldron RHO.



W33 **Text**

Vani In Concert On a river bank south of the Copper Deeps Tallneck.

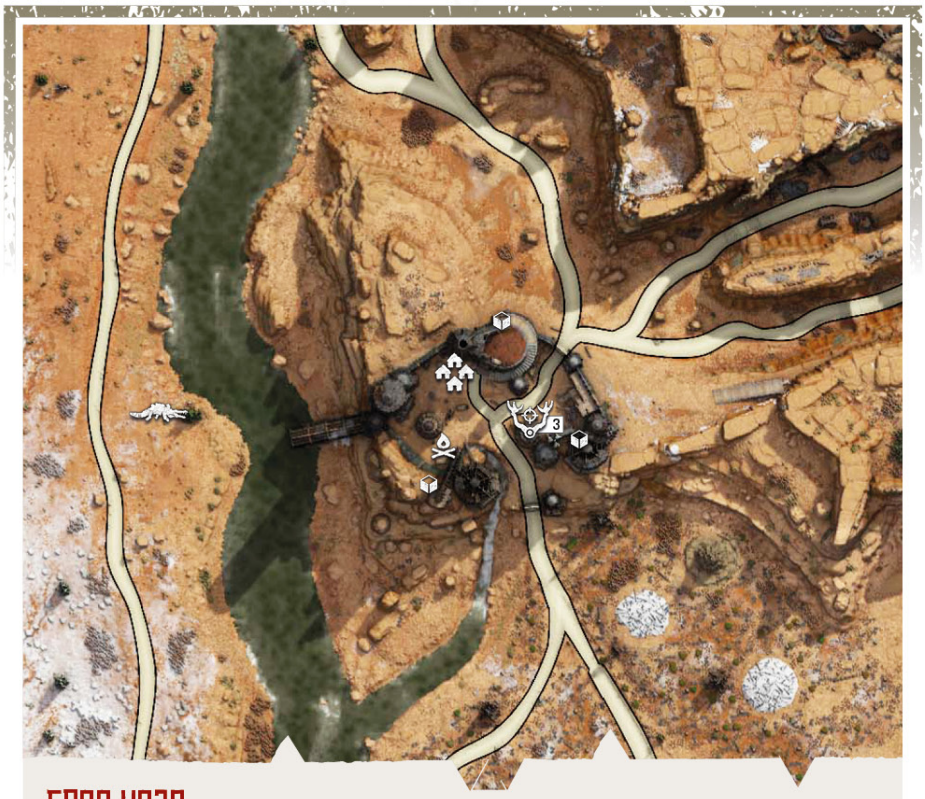


LONE LIGHT

Originally a collection of Carja freeholds, this small settlement has since fortified and grown into a way station for travelers on the road to Meridian. Its positioning high above the Greatrun River canyon protects it from most roving dangers, although flying machines pose an occasional threat.




SUN-STEPS/FREE HEAP
4
W37
3
M02
W14
W31
W34
S13
3
3
3
S05
S15



FREE HEAP

An independent Oseram frontier town, the Free Heap is a young settlement, built by work gangs who fled Meridian during the Mad Sun-King's reign. They lay claim to a rich seam of ancient metal for their livelihood and trade, and defend it fiercely with weapons of their own making. Many would consider the Oseram of the Free Heap useful allies, though they are a source of frustration to their own tribe by refusing to adhere to tribal laws – or taxes.

DATAPOINTS



M02 Text

OBSERVER EVENT LOG US-W-18 Climb and then override the Tallneck.



Set 2 Flower 03

Metal Flower – Mark II (C) This flower is located in plain sight at the road junction north of Lone Light.



Set 2 Flower 01

Metal Flower – Mark II (A) You'll find this flower at the end of a shallow gorge leading north from the Sundom side of Dawn's Sentinel.



Set 2 Flower 05

Metal Flower – Mark II (E) You'll find this flower on the north side of the two small ponds at the Thunderjaw Site west of Free Heap.



Set 2 Flower 06

Metal Flower – Mark II (F) This Metal Flower sits atop a ridge accessed via the gorge east of Corrupted Zone 10.



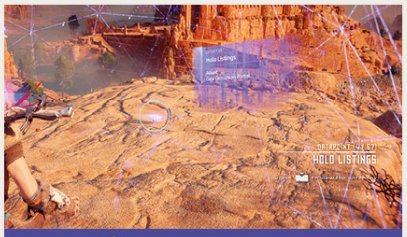
W14 Text

Destin Folds Located on the remains of an ancient machine east of a Snapmaw Site.



W31 Text

Grey Swarms Diary Located in between two Broadhead Sites southwest of Free Heap.



W34 Text

Holo Listings Located high up on a mountain to the northwest of Morning's Watch.



W37 Text

Course Listing, 2063 In a lake directly north of a Thunderjaw site to the northeast of the Sun-Steps Tallneck.

Meridian

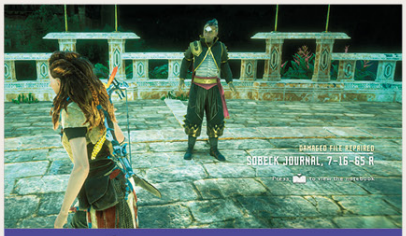

W12
4
W35
4
S01
S06
Q46
S08
S07
S12
H02
4
S09
S02
S04
S11
S10
4
Q47
W36
W27
W28
4
Q48

Datapoints



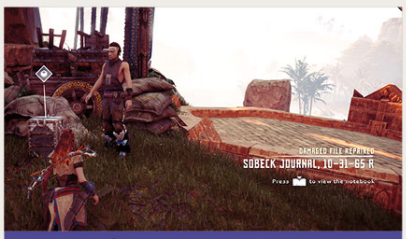
H02 Hologram

A Message For Olin On a small table in the basement of Olin's apartment in Meridian.



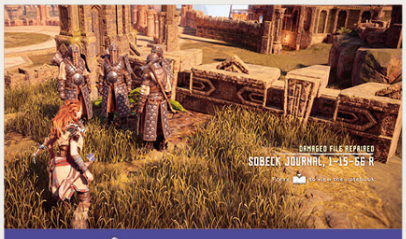
Q46 Text

Sobeck Journal, 7-16-65 R Automatically acquired after scanning Sobeck's Journals in GAIA Prime, and then speaking to Blameless Marad in Meridian during the Main Quest, 'The Looming Shadow.'



Q47 Text

Sobeck Journal, 10-31-65 R Automatically acquired after scanning Sobeck's Journals in GAIA Prime, and then speaking to Teb at the ridge during the Main Quest, 'The Looming Shadow.'



Q48 Text

Sobeck Journal, 1-15-66 R Automatically acquired after scanning Sobeck's Journals in GAIA Prime, and then speaking to both Varl and Erend at the Spire during the Main Quest, 'The Looming Shadow.'



Meridian

The center of the Carja Sundom and, according to its builders, of civilization in the known world, Meridian is a proud and ancient mesa-top city. Its tenements, villas and cliff-houses have been spiritual and physical home to the Carja tribe for fourteen generations of Sun-Kings. In all that time, the City of the Sun's significance in trade, culture and military might has only grown. The recent tyranny of the Mad Sun-King Jiran and his appetite for slaves and human sacrifice left a stain on the city's history, but following the Liberation, the new king has worked to recast Meridian as a beacon of progressive thinking. Sun-King Avad's Oseram allies have been formally welcomed into city life for the first time, and a sense of change is in the air, from the highest noble houses to the busy lakeside markets.



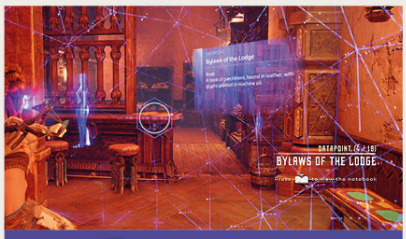
S02 Scanned Glyph

Record of Redmaw 2 Located on the upper floor of the Hunters' Lodge in Meridian.



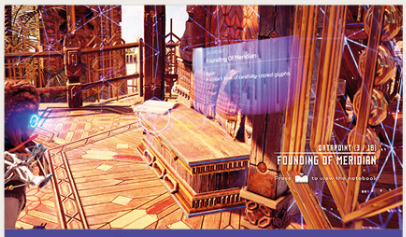
S01 Scanned Glyph

The Sun-Kings On a crate at the Sun Palace to the north of Meridian.



S04 Scanned Glyph

Bylaws of the Lodge Located on the corner of the bar in the Hunter's Lodge in Meridian.



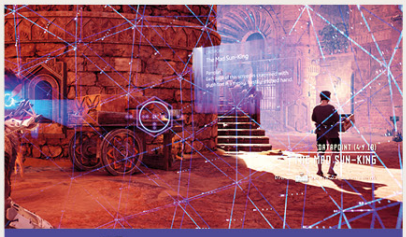
S06 Scanned Glyph

Founding Of Meridian Found on the throne of the Sun-King at the Sun Palace in Meridian.



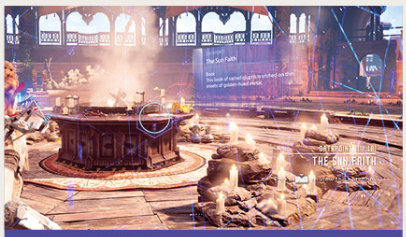
S07 Scanned Glyph

The Liberation On a table near the northern bridge entrance of Meridian.



S08 Scanned Glyph

The Mad Sun-King Found on a cart at the palace square center in Meridian.



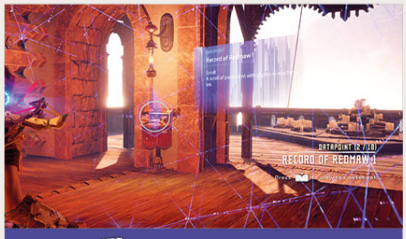
S09 Scanned Glyph

The Sun Faith Found in the Sun-Ring in Meridian.



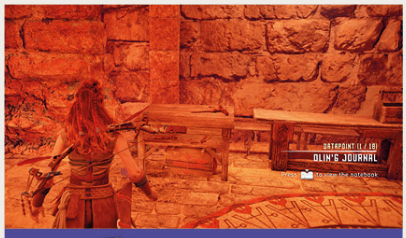
S10 Scanned Glyph

Legendary Hunts Found next to Ahsis on the upper floor of the Hunter's Lodge in Meridian.



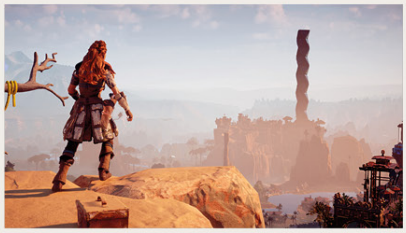
S11 Scanned Glyph

Record of Redmaw 1 Located on the upper floor of the Hunter's Lodge in Meridian.



S12 Scanned Glyph

Olin's Journal On a bench in the basement of Olin's apartment in Meridian.





Set 2 Vantage 01

Eagle Canyon When heading down the pathway from the Cut-Cliffs settlement towards Meridian, look to the west as you reach the third pair of pillars that mark the entranceway to the great city. You'll see some ledges in the cliff face that lead up to a small peak. Make your way up these ledges and handholds to find the Eagle Canyon Vantage Point.



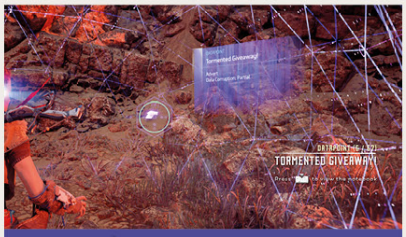
Set 3 Flower 09

Metal Flower – Mark III (I) To the east of Meridian there's a tall mesa that can be scaled from its northern side. Atop you'll find a group of Glinthawks and the Metal Flower, which you must cross a tightrope to acquire.



W12 Text

Who Did This? #86 On the ground south of a campfire near Cut-Cliffs.



W35 Text

Tormented Giveaway! Located in the ruins of a building southwest of the Thunderjaw Site to the southwest of Lone Light.



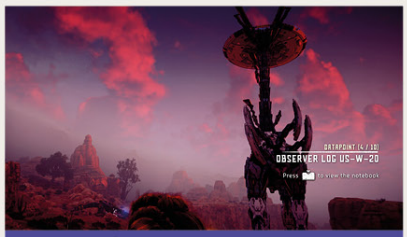
W36 Text

Naysay Doom On a rock near a lake to the east of the Royal Maizelands.

THE JEWEL

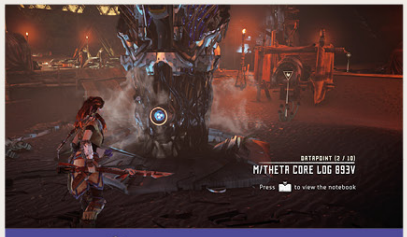


DATAPOINTS



M04 Text

OBSERVER EVENT LOG US-W-20 Climb and then override the Tallneck.



M08 Text

M/THETA CORE LOG 893V Unlocked after completing Cauldron XI.



Set 3 Flower 01

Metal Flower – Mark III (A) To the southeast of Meridian there's a lake fed by a waterfall on its north shore. The flower is a little way from the top of the waterfall, and best approached from the Campfire directly east of the lake.



Set 3 Flower 02

Metal Flower – Mark III (B) You'll find this flower on an overlook just west of the Glinthawk site between the Copper Deeps Tallneck and the Spurflints Hunting Ground.



Set 3 Flower 06

Metal Flower – Mark III (F) Far south of Meridian there's a mesa that can be climbed from its western side. Atop, there's a small camp beneath a huge, ancient satellite dish, with the Metal Flower close by.



W26 Text

VertiVIP Program Between two large boulders on a riverbank to the northeast of a Stormbird Site to the far east of The Estate.



W27 Text

HEY SUBSCRIBER! Located near a road crossing to the northeast of The Estate.



W39 Text

Holoskins Daily 6/6/61 On a large rock near a river southeast of a Snapmaw Site.



SUNSTONE ROCK/DUSK MESA



DATAPOINTS



S17 Scanned Glyph

Captains and Capers In between some crops northwest of Sunstone Rock.





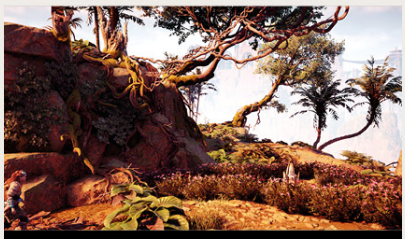
Set 2 Vantage 02

Monument Valley Before heading for this Vantage Point you'll want to save the Sunstone Rock settlement from the pair of rampaging Behemoths, otherwise they'll make this very difficult for you. From Sunstone Rock, follow the cliffs to the east until you can see small handholds painted in white. These will guide you upward and around the cliff face until you reach a slip-line that takes you straight down to the Vantage Point.



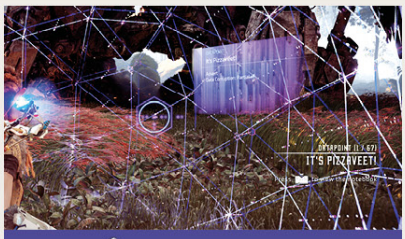
Set 3 Flower 04

Metal Flower – Mark III (D) To the far south of Meridian, a little west of Cauldron XI, this flower lies on open ground. There are Bellowbacks in the area, so be careful in your approach.



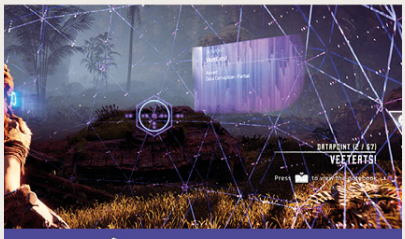
Set 3 Flower 05

Metal Flower – Mark III (E) Just south of Meridian there's a small but high mesa that can be scaled from its south side. Atop you'll find a merchant and this flower.



W23 Text

It's PizzaVeet! Underneath the rusted wreck of a Deathbringer, west of a Corrupted Zone to the southwest of Meridian.



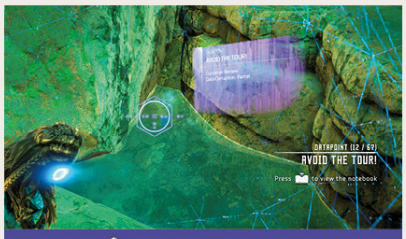
W25 Text

VeetEats! Located on a rusted moss-covered tank to the southwest of Meridian Village.



W28 Text

Greece is Calling Located on the ground near a Strider Site southwest of Meridian Village.



W29 Text

AVOID THE TOUR! Near a large rock on the bank of an island south of a Bellowback Site, west of Cauldron XI.



W56 Text

What scares me... Located northwest of the Bandit Camp: Blackwing Snag.



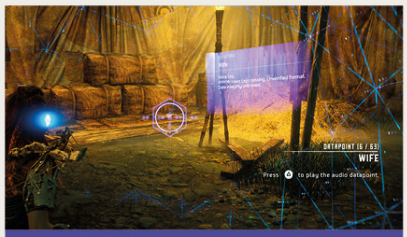

BRIGHTMARKET
S03
4
S14
W22
W24
A28-33
A28-33
4
W23
W25



BRIGHTMARKET

Its once-busy harbor stilled by the ongoing Carja civil war, Brightmarket grew strong on trade brought downriver from Oseram territory, and holds jurisdiction over the waterlands that supply Meridian's aqueduct. Lacking the big city's social distinctions, Carja noble governors rub shoulders with tradespeople and even lakeside smugglers - the scoundrels are among the few that still risk taking boats across the lake to supply the Shadow Carja exiles.

DATAPOINTS



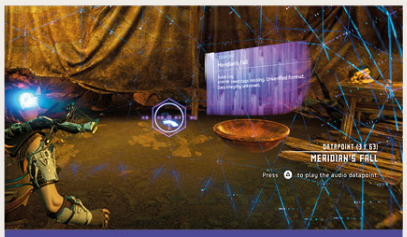
A28 Audio

Wife On a rug inside the large tent in the Eclipse Camp.



A28 Audio

Wife On a rock next to the river where the bridge was destroyed.



A29 Audio

Meridian's Fall On the ground next to a bowl in the large tent in the Eclipse Camp.



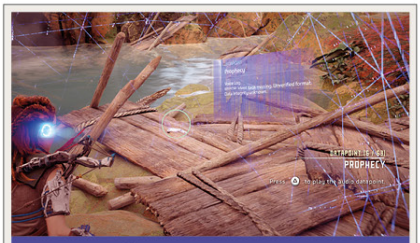
A29 Audio

Meridian's Fall On some debris near the cliff next to the waterfall where the bridge was destroyed.



A30 Audio

Prophecy On a sack inside the large tent in the Eclipse Camp.



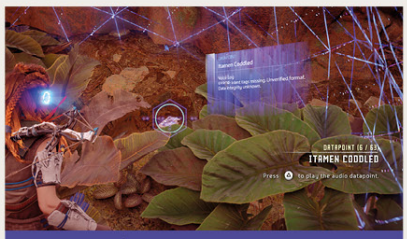
A30 Audio

Prophecy On some debris from the destroyed bridge, near the waterfall.



A31 Audio

Itamen Coddled On the platform near the armor inside the large tent in the Eclipse Camp.



A31 Audio

Itamen Coddled On the ground amongst some plants near the waterfall where the bridge was destroyed.



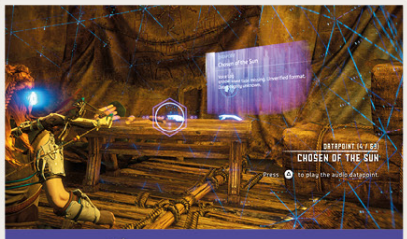
A32 Audio

Without Pity On a table inside the large tent in the Eclipse Camp.



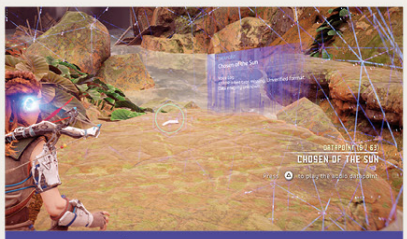
A32 Audio

Without Pity On the river bank near where the bridge was destroyed.



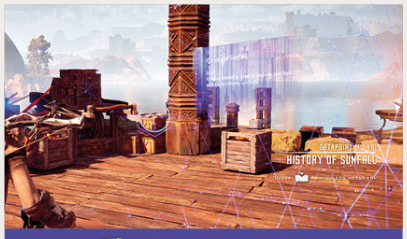
A33 Audio

Chosen of the Sun On a table inside the large tent in the Eclipse Camp.



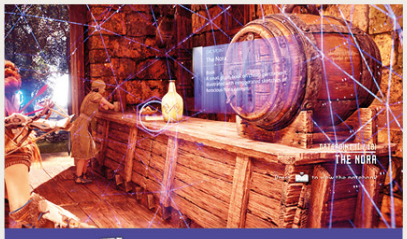
A33 Audio

Chosen of the Sun On a outcrop of rock over the river near where the bridge was destroyed.



S03 Scanned Glyph

History of Sunfall On a crate near the docks at Brightmarket.



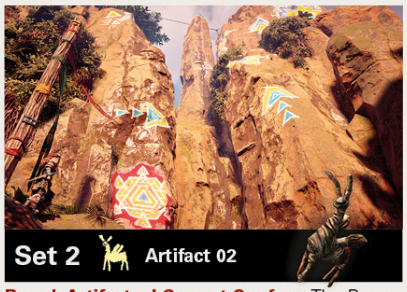
S14 Scanned Glyph

The Nora Inside an inn to the southeast of the Brightmarket settlement marker.



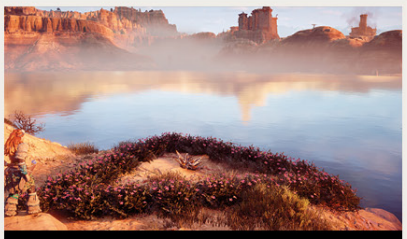
Set 1 Vessel 01

Faro This vessel lies in a pile of Ancient Debris along the southwest border of the Sawtooth Site south of Brightmarket. Look for the ruins of a stone stairway near a wooden bridge – you'll find the debris pile on the ground next to the ruins.



Set 2 Artifact 02

Banuk Artifact – I Cannot Confess The Brave Trail leading to this figure begins just to the left of the waterfall beyond the woods west of Meridian.



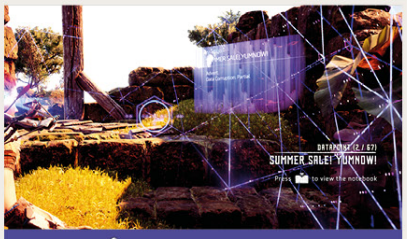
Set 2 Flower 10

Metal Flower – Mark II (J) This Metal Flower sits at the water's edge just north of a Snapmaw Site across the lake from Kestrel's Perch.



Set 3 Flower 07

Metal Flower – Mark III (G) There's a sheer cliff face to the west of Meridian, with two Campfires along its edge. Approach from one of these and the flower is on open ground at the junction of two roads just east of a Charger Site.



W22 Text

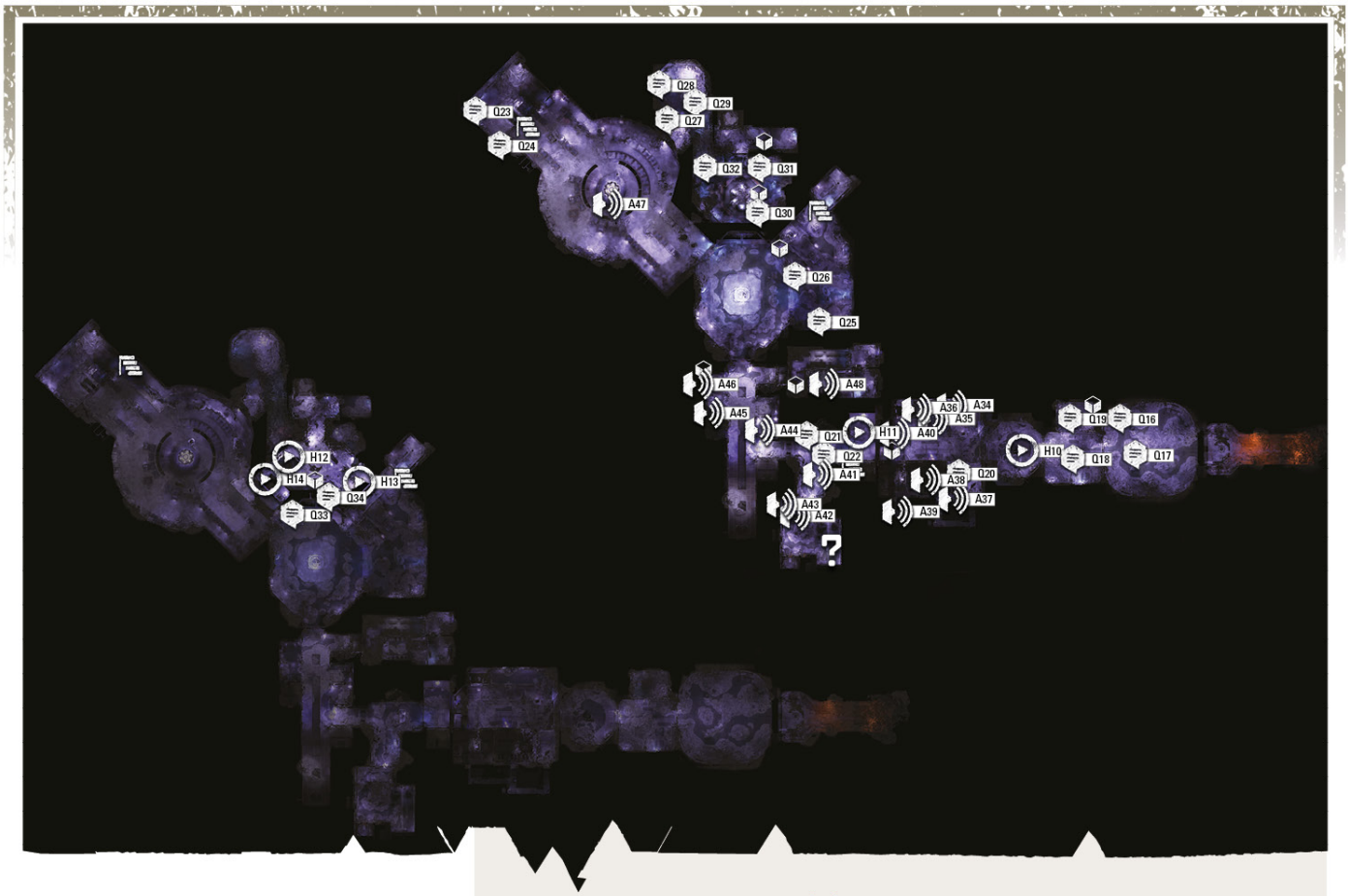
SUMMER SALE! YUMNOW! Located underneath a slip-line near the Sawtooth Site marker below Brightmarket.



W24 Text

DO NOT IGNORE! Located on the ground near the Sawtooth Site marker below Brightmarket.


SUNFALL/RUSTWASH
W10
W57
W66
M05
W67
S18



ZERO DAWN PROJECT FACILITY

Generations ago, the Carja built their fortress of Sunfall over the remains of a sealed, ancient labyrinth, only hinted at above ground by an arena of smooth grey stone. Few still remember what lies beneath - and none have breached the outer door to unravel the mysteries within.

DATAPOINTS



A34 Audio

Interview: Tom Paech Unlocked by scanning a pedestal on the north side of the Medical room, second floor of Zero Dawn.



A36 Audio

Interview: Brad Andac Unlocked by scanning a pedestal on the north side of the Medical room, second floor of Zero Dawn.



A38 Audio

Interview: Cpt. Okilo On a shelf in the Medical room, second floor of Zero Dawn.



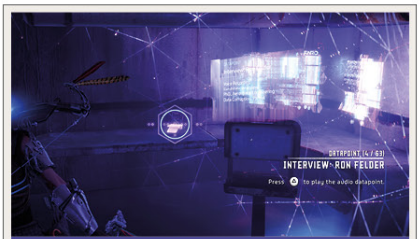
A35 Audio

Interview: Travis Tate Unlocked by scanning a pedestal on the north side of the Medical room, second floor of Zero Dawn.



A37 Audio

Interview: Susanne Alpert On a table in the Medical room, second floor of Zero Dawn.



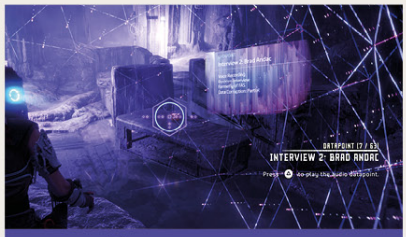
A39 Audio

Interview: Ron Felder On a desk in the Medical room, second floor of Zero Dawn.



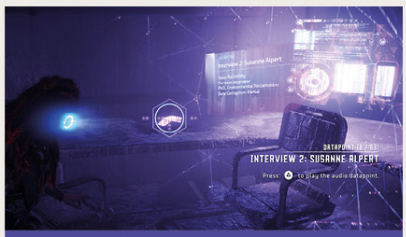
A40 Audio

Interview: Dr. Hsu-Vhey On the upper balcony of the Medical room, second floor of Zero Dawn.



A41 Audio

Interview 2: Brad Andac On a table in the Processing area, second floor of Zero Dawn.



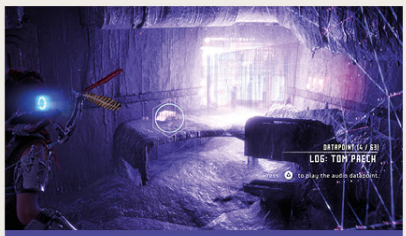
A42 Audio

Interview 2: Susanne Alpert On a desk in a side room from the Processing area, second floor of Zero Dawn.



A43 Audio

Interview 2: Ron Felder On a shelf in a side room from the Processing area, second floor of Zero Dawn.



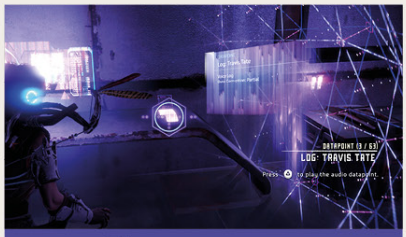
A44 Audio

Log: Tom Paech On a desk in the second section of the Processing area, second floor of Zero Dawn.



A45 Audio

Log: Christina Hsu-Vhey On a bunk in the second section of the Processing area, second floor of Zero Dawn.



A46 Audio

Log: Travis Tate On a desk in the second section of the Processing area, second floor of Zero Dawn.



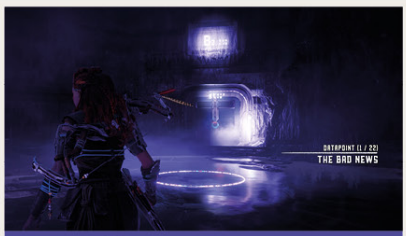
A47 Audio

Herres Testimonial On top of the central podium in the APOLLO area of Central Projects, second floor of Zero Dawn.



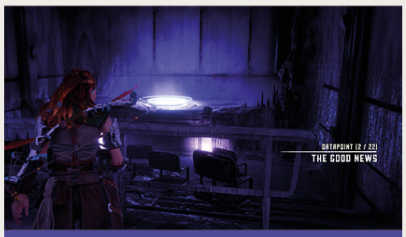
A48 Audio

Code Nexus Problems Next to the broken Code Nexus in the second section of the Processing area, second floor of Zero Dawn.



H10 Hologram

The Bad News Unlocked upon entering Viewing Room 1, second floor of Zero Dawn.



H11 Hologram

The Good News Unlocked upon entering Viewing Room 2, second floor of Zero Dawn.



H12 Hologram

GAIA log: 27 March 2065 On a desk in the GAIA area of Central Projects, first floor of Zero Dawn.



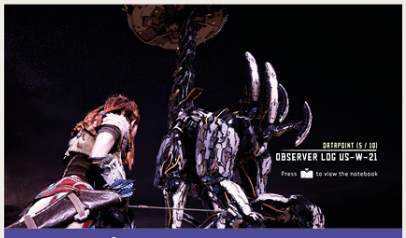
H13 Hologram

GAIA Log: 5 June 2065 On a desk in the GAIA area of Central Projects, first floor of Zero Dawn.



H14 Hologram

GAIA log: 13 January 2066 On a desk in the GAIA area of Central Projects, first floor of Zero Dawn.



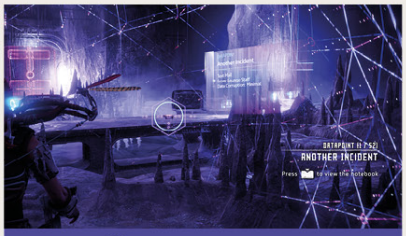
M05 Text

OBSERVER EVENT LOG US-W-21 Climb and then override the Tallneck.



Q16 Text

We Need Support Too! On a table at the back of the Entrance Hall, second floor of Zero Dawn.



Q17 Text

Another Incident On the reception desk in the Entrance Hall, second floor of Zero Dawn.



Q18 Text

Sound Proofing? On a table in the waiting room, second floor of Zero Dawn.



Q19 Text

Restock Or Else... On a desk in a room next to the waiting room, second floor of Zero Dawn.



Q20 Text

Counselor Guidelines (1) On a desk in the Medical room, second floor of Zero Dawn.



BLAZON ARCH

Founded to commemorate an early Sun-King's crossing of the Great Lake of the Daybrink, this Carja port was sparsely populated even in better times. Since being claimed by the Shadow Carja, boats in and out have stopped, and few stay here by choice – other than a sizeable army garrison.



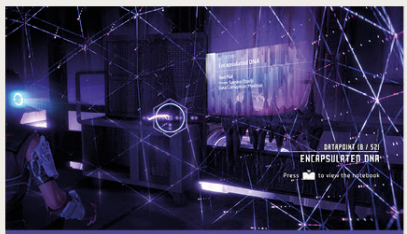
Q21 Text

Counselor Guidelines (2) On the floor behind the first desk in the Processing area, second floor of Zero Dawn.



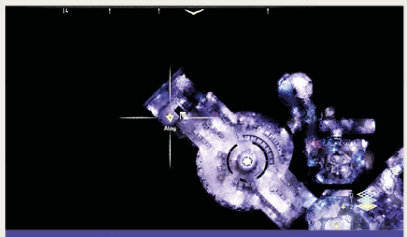
Q22 Text

Please Make Your Selection Unlocked by scanning a pedestal in front of the first desk in the Processing room, second floor of Zero Dawn.



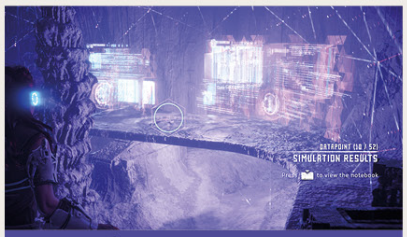
Q23 Text

Encapsulated DNA On a trolley in the APOLLO area of Central Projects, second floor of Zero Dawn.



Q24 Text

APOLLO Update On a shelf on the lower floor of the APOLLO area of Central Projects, second floor of Zero Dawn.



Q25 Text

Simulation Results On a desk in the HEPHAESTUS area of Central Projects, second floor of Zero Dawn.



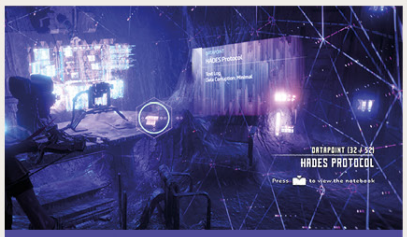
Q26 Text

Full Steam Ahead On a desk in the HEPHAESTUS area of Central Projects, second floor of Zero Dawn.



Q27 Text

Noise Complaints On top of some boxes in the HADES area of Central Projects, second floor of Zero Dawn.



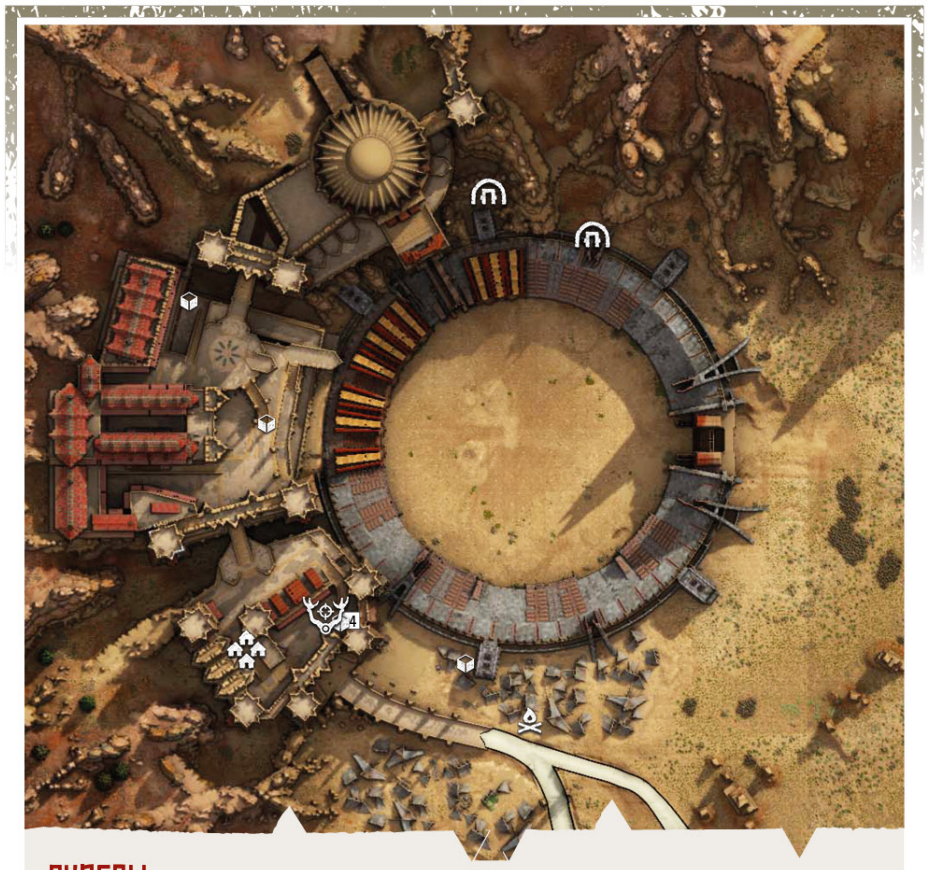
Q28 Text

HADES Protocol On a desk in the HADES area of Central Projects, second floor of Zero Dawn.



Q29 Text

Archive Abuse On a desk with debris on it in the HADES area of Central Projects, second floor of Zero Dawn.



SUNFALL

A military fortress at the far edge of the Carja Sundom, Sunfall was built at the order of the seventh Sun-King to guard against threats from the Forbidden West. Over the generations it grew into a bustling settlement of its own, and a great Citadel was constructed for nobles and visiting royalty. During the reign of the Mad Sun-King Jiran, Sunfall took on a darker aspect, with its Sun-Ring used for mass sacrifice. Now it harbors the Shadow Carja exiles – the lucky within its imposing walls, and the less fortunate refugees in the tent city outside.



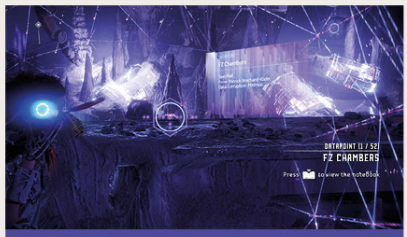
Q30 Text

Cradle Sealed On the far side of the central desk in the ELEUTHIA area of Central Projects, second floor of Zero Dawn.



Q31 Text

Cradle Servitor Personae On a desk next to an Ectogenic Chamber in the ELEUTHIA area of Central Projects, second floor of Zero Dawn.



Q32 Text

FZ Chambers On the central desk in the ELEUTHIA area of Central Projects, second floor of Zero Dawn.



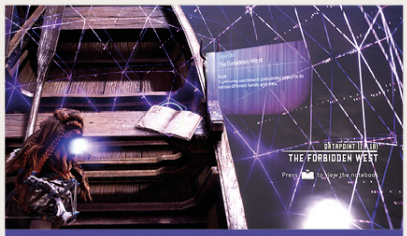
Q33 Text

Odyssey Has Failed On the desk in Sobeck's office, first floor of Zero Dawn.



Q34 Text

ARTEMIS status On a side table in Sobeck's office, first floor of Zero Dawn.



S18 Scanned Glyph

The Forbidden West On a boat near the dock at Blazon Arch.





Set 2 Flower 04

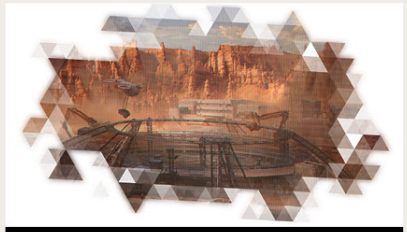
Metal Flower – Mark II (D) To reach this flower you will need to scale the mountains north of Sunfall, and then battle your way past the flock of Glinthawks that are guarding it at the summit.



Set 2 Flower 08

Metal Flower – Mark II (H) Head for the valley northwest of Blazon Arch and work your way north until you come to the flower, which sits in plain sight about halfway to the northern end.





Set 2 Vantage 03

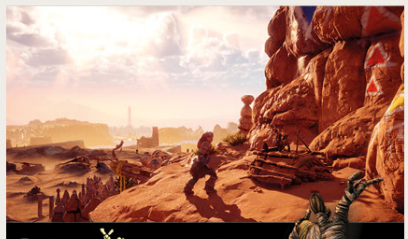
Bryce Orbital The mountains overlooking the Citadel conceal to the Vantage Point of Bryce Orbital. To reach it, follow the northern road out of the Citadel and head north at the junction. When you come across the group of Longlegs you'll be able to see the ledges leading up into the mountain to the west. These ledges and handholds will lead you up and then along to the north. When they end at the peak you'll have a couple of Scrappers to deal with, and a Vantage Point to inspect.





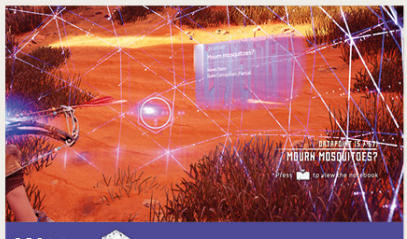
Set 2 Vantage 04

Lake Powell This Vantage Point is located just north of Brightmarket, but you'll need to cross the lake and deal with the pair of Snapmaws nearby to reach it. There's a Campfire just north of the Sanpmaw site, and that's a good place to begin your ascent. From there, look for ledges in the cliff to the west, which will lead you up to another series of ledges and handholds, and then to a tightrope you'll need to cross. There are more handholds on the other side of the tightrope, and these will take you all the way to the peak, where the Vantage Point awaits.



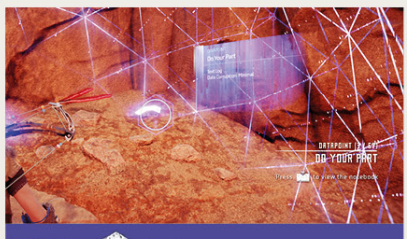
Set 3 Artifact 01

Banuk Artifact – The Vision From the Campfire west of the Rustwash Tallneck, follow the road north to the Campfire at the junction, then face directly west and locate the Banuk paintings on the mountainside ahead. The Brave Trail leading to this figure begins below these markings.



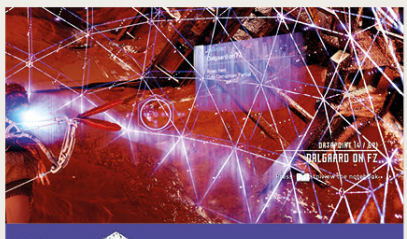
W10 Text

Mourn Mosquitoes? On the ground in a large canyon southwest of Sunfall.



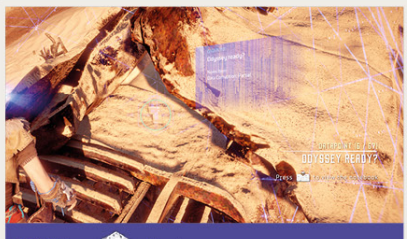
W57 Text

Do Your Part On a rock near a campfire directly south of a Rockbreaker Site.



W66 Text

Dalgaard on FZ Inside a crashed aircraft to the north-west of the Rustwash Tallneck.

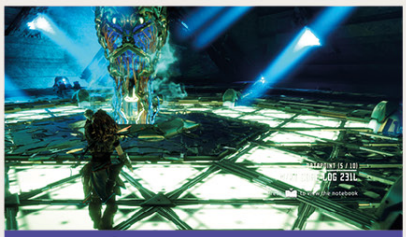


W67 Text

Odyssey Ready? Inside the crashed aircraft to the south-east of the Rustwash Tallneck.


SUN FURROWS
M10
M09
W62
W11
4
W57
W58
4
W38
W12

DATAPOINTS



M09 Text

M/XI CORE LOG 231L Unlocked after completing Cauldron ZETA.



M10 Text

M/ALL-US-W CM LOG 329G Unlocked after completing all Cauldrons.



Set 2 Flower 09

Metal Flower – Mark II (I) You'll find this flower atop the end of the plateau south of the rusted satellite dishes at Dimmed Bones. You can access the plateau from ground level via the road past the Campfire to the north.



Set 3 Vessel 01

Odyssey This vessel is buried in a pile of Ancient Debris near Olin's initial position at the Eclipse Dig Site during 'City of the Sun.'



Set 3 Vessel 03

JOMEI This vessel lies in a pile of Ancient Debris fully visible on the south side of the road leading into Dimmed Bones. You'll walk right past it when you accompany Erend to this area during 'Field of the Fallen.'



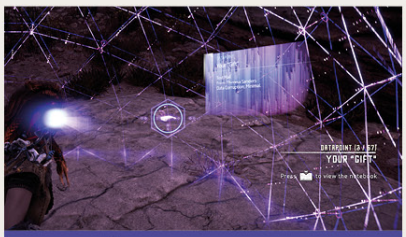
W11 Text

Turing Act Criticized On a rock near a road southeast of Unflinching Watch.



W38 Text

$$$ With Mechbooker! On a road in a valley to the north-west of Lone Light.



W58 Text

Your „Gift" On the ground south of Sun Furrows Hunting Grounds.

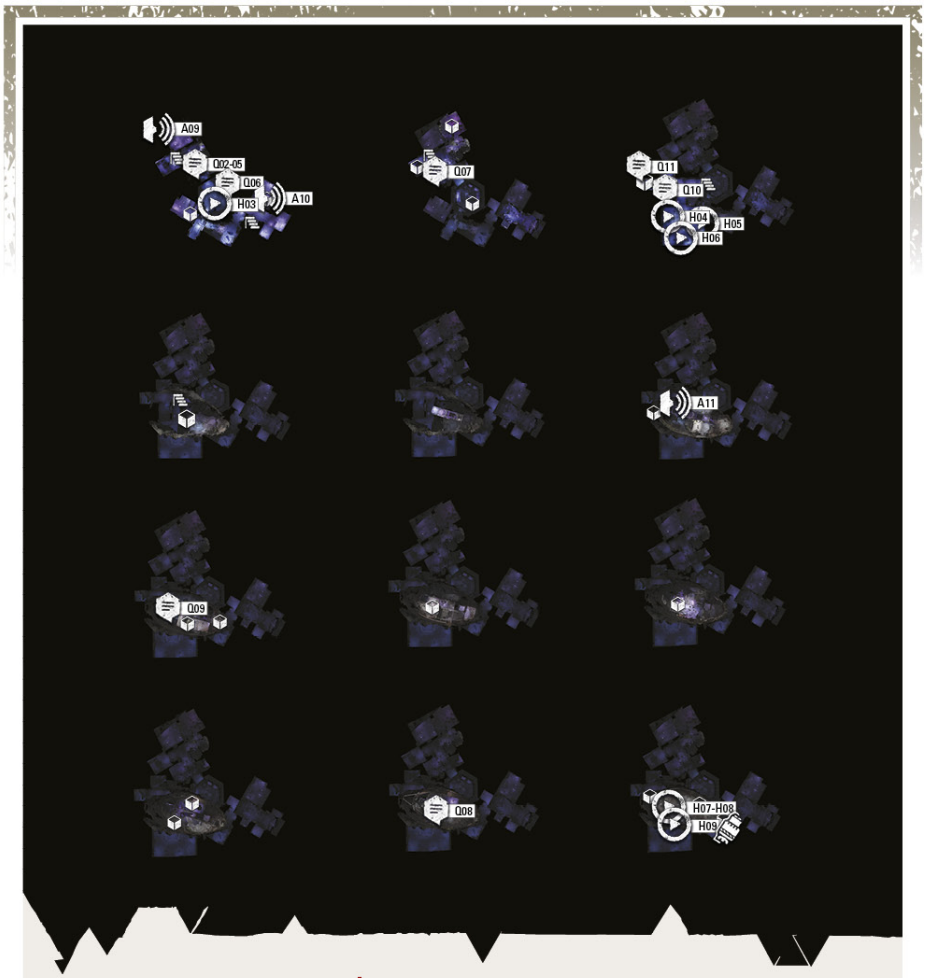


W62 Text

Just Got Back On the ground next to a road south of Cauldron ZETA.




MAKER'S END
W64
W65
W63
4
4
M10
W62
W11

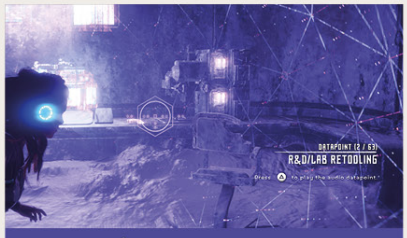


Faro Automated Solutions

This lakeside ruin is known for the strangely-carved metal tower rising over it, and for the many devices unearthed from the frozen ground. Explorers believe it was a gathering place for ancient artisans, and named it Maker's End.

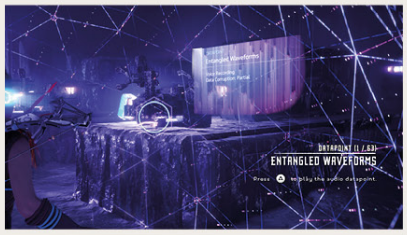
Datapoints

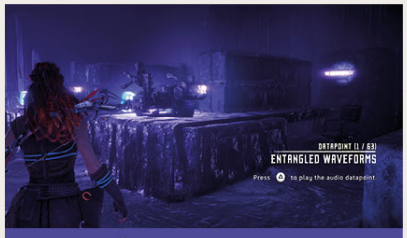




A09 Audio

R&D and Lab Retooling On a desk in a lab opposite the exit from the reception hall on the first floor.





A10 Audio

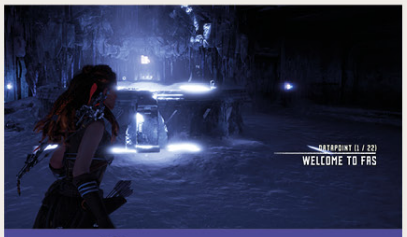
Entangled Waveforms On a desk in the lab opposite the elevator shaft on the first floor of Faro Automated Solutions.





A11 Audio

Regarding Negative Rumors On the floor when climbing the tower to reach Ted Faro's office, sixth floor of Faro Automated Solutions.



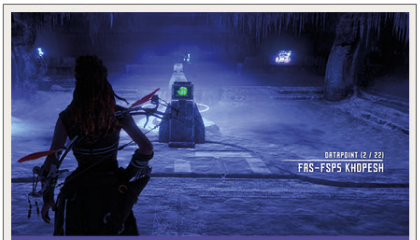
H03 Hologram

Welcome to Faro Automated Solutions Granted upon entering the reception hall of Faro Automated Solutions.



H04 Hologram

FAS-ACA3 SCARAB Unlocked via interacting with a hologram pedestal in the FAS Show Room, third floor of Faro Automated Solutions. Must watch the hologram through to completion.



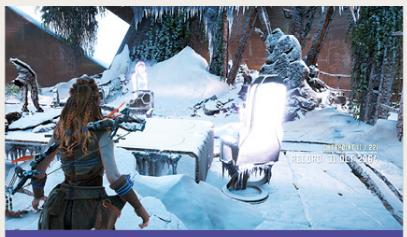
H05 Hologram

FAS-FSP5 KHOPESH Unlocked via interacting with a hologram pedestal in the FAS Show Room, third floor of Faro Automated Solutions. Must watch the hologram through to completion.



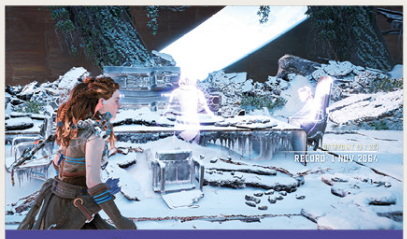
H06 Hologram

FAS-BOR7 HORUS Unlocked via interacting with a hologram pedestal in the FAS Show Room, third floor of Faro Automated Solutions. Must watch the hologram through to completion.



H07 Hologram

Holo Record: 31 October 2065 Unlocked after recovering data from the FAS Executive Data Storage device in Ted Faro's office, twelfth floor of Faro Automated Solutions.



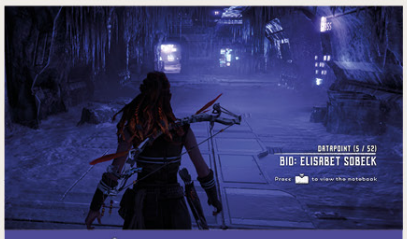
H08 Hologram

Holo Record: 1 November 2065 Unlocked after recovering data from the FAS Executive Data Storage device in Ted Faro's office, twelfth floor of Faro Automated Solutions.



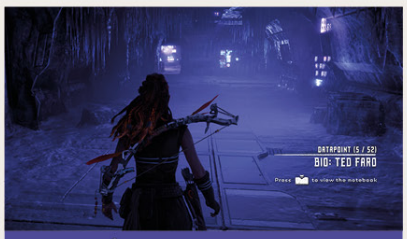
H09 Hologram

Holo Record: 3 November 2065 Unlocked after recovering data from the FAS Executive Data Storage device in Ted Faro's office, twelfth floor of Faro Automated Solutions.



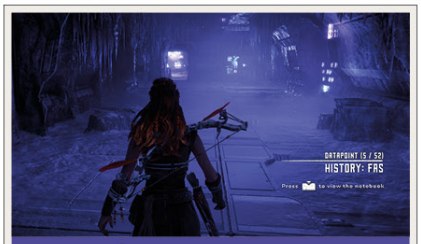
Q02 Text

Bio: Elisabet Sobeck Downloaded to Aloy's Focus by Sylens after leaving the reception hall.



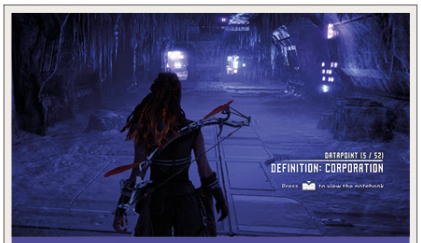
Q03 Text

Bio: Ted Faro Downloaded to Aloy's Focus by Sylens after leaving the reception hall.



Q04 Text

History: FAS Downloaded to Aloy's Focus by Sylens after leaving the reception hall.



Q05 Text

Definition: Corporation Downloaded to Aloy's Focus by Sylens after leaving the reception hall.





Q06 Text

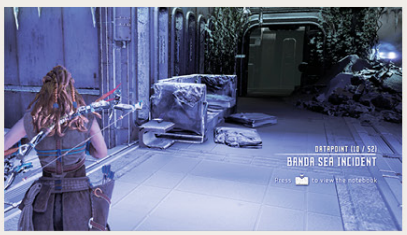
Reception Log On a shelf in the reception hall, behind the statue of the Deathbringer.





Q07 Text

Re: Complaint On a desk in the sales office, second floor of Faro Automated Solutions.





Q08 Text

Banda Sea Incident On a small table in the VP office, eleventh floor of Faro Automated Solutions.





Q09 Text

All Hands on Deck On a bench when climbing the tower to reach Ted Faro's office, seventh floor of Faro Automated Solutions.

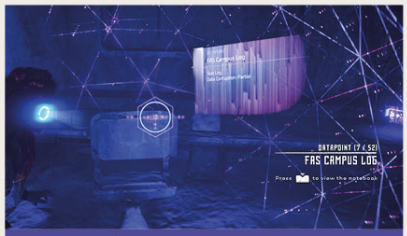




Q10 Text

Spiritual Summit On a desk in the room next to the Show Room, third floor of Faro Automated Solutions.

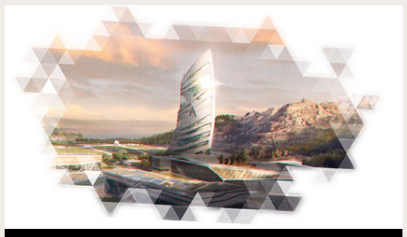




Q11 Text

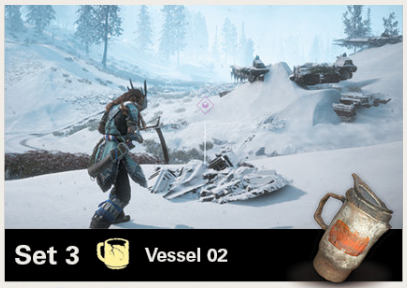
FAS Campus Log On a desk in the westernmost room of the third floor of Faro Automated Solutions.





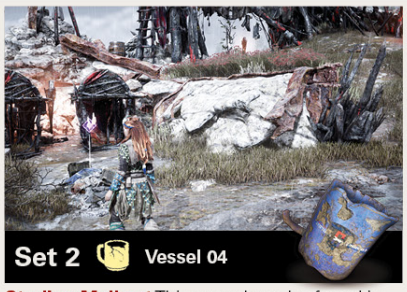
Set 3 Vantage 01

Faro Automated Solutions Follow the eastern dirt path from Maker's End until it winds around a rock formation with a tree protruding from it. Underneath the bulge of rock this tree is attached to, you'll find some ledges to ascend. These will take you around the formation and upwards, until you eventually reach its peak, where the Vantage Point awaits.



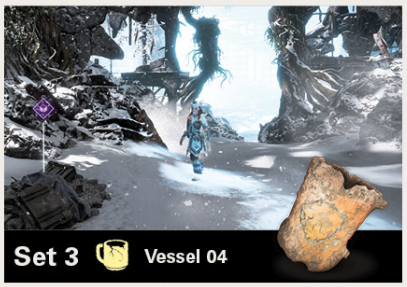
Set 3 Vessel 02

Metallurgic This vessel is buried in a pile of Ancient Debris next to a building a few steps north of the Campfire at Maker's End.



Set 2 Vessel 04

Sterling Malkeet This vessel can be found in a pile of Ancient Debris in front of the prisoner cages at the Shattered Kiln Bandit Camp.



Set 3 Vessel 04

Thunderheads This vessel is located in the interior section of the last ruined office building leading to the entrance of the Faro skyscraper at Maker's End.



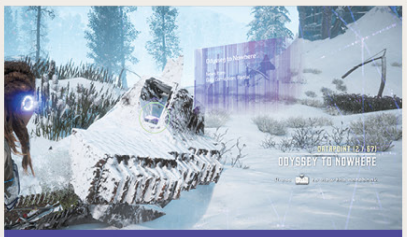
W63 Text

Odyssey Injustice? Inside a tank hull next to the road towards Maker's End, directly west of a Charger Site.



W64 Text

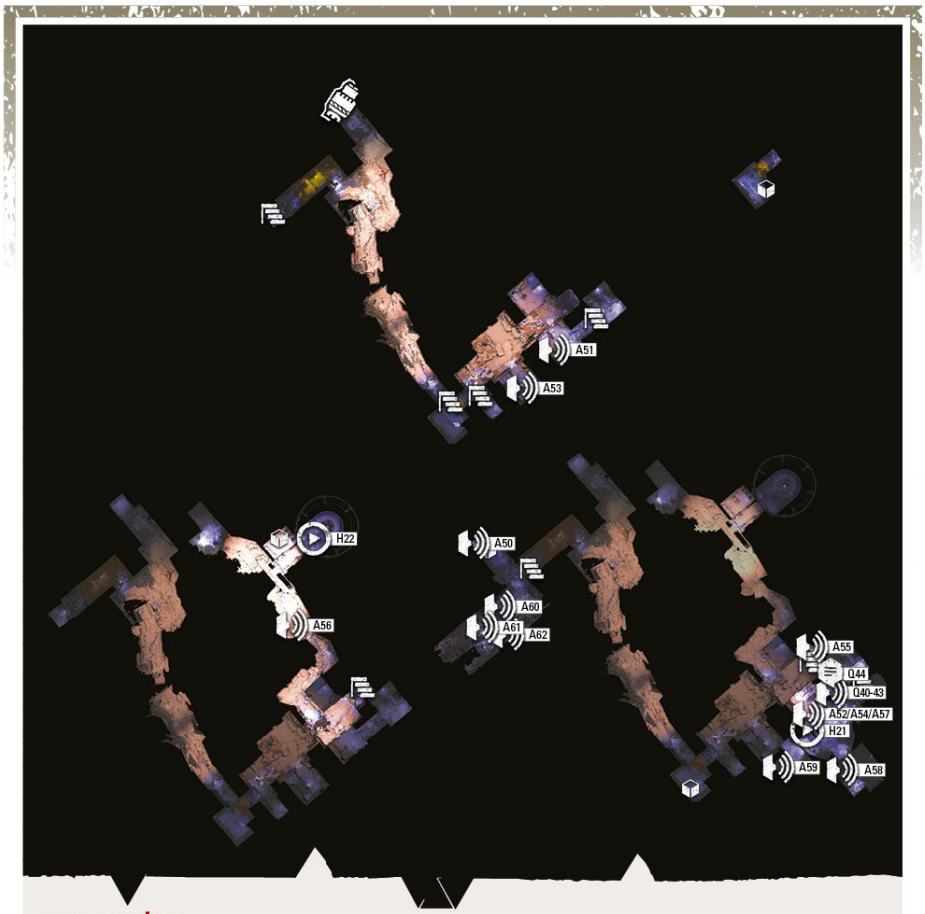
Odyssey Drives Ready Near a river northeast of the charger site near Maker's End.



W65 Text

Odyssey to Nowhere Inside a rusted tank next to the road towards Maker's End, west of a campfire.


PITCHCLIFF
Q49
A63
Q50
Q45
W61
W60
4
3



GAIA PRIME

The hollowed-out core of the Mountain that Fell exposes the remains of an ancient facility, shattered in the force of the explosion that tore mountain and metal apart. Only the wanderer Sylens has ventured inside the crater until now, and even he has been denied access to its mysteries.

DATAPOINTS



A50 Audio

GAIA PRIME Arrival Log On a shelf in the first room accessible after entering GAIA Prime.



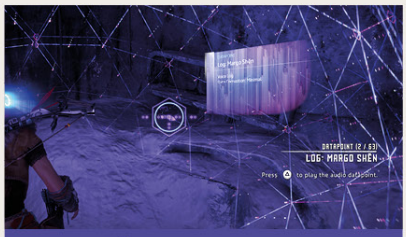
A52 Audio

Log: Charles Ronson On the Shrine, available after viewing Shrine hologram, first floor of GAIA Prime.



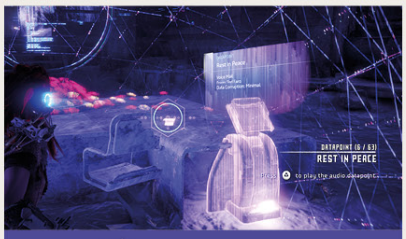
A51 Audio

Log: Charles Ronson On a desk in Charles Ronson's room, third floor of GAIA Prime.



A53 Audio

Log: Margo Shen On a shelf in Margo Shen's room, third floor of GAIA Prime.



A54 Audio

Rest in Peace On the Shrine, available after viewing Shrine hologram, first floor of GAIA Prime.



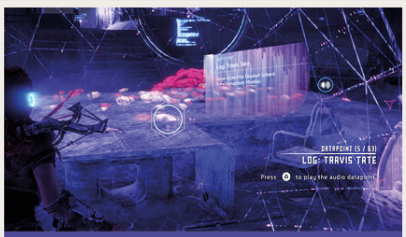
A55 Audio

The Future In the bottom of the elevator shaft accessed after the Shrine, first floor of GAIA Prime.



A56 Audio

The Solution Under part of the broken bridge on the way to the Control Room, second floor of GAIA Prime.



A57 Audio

Log: Travis Tate On the Shrine, available after viewing Shrine hologram, first floor of GAIA Prime.



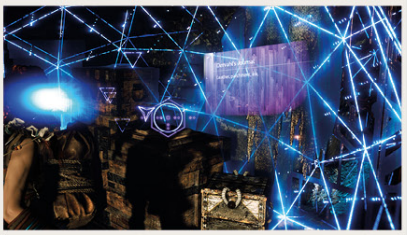
A58 Audio

Core Control Log On a desk in the room south-east of the Shrine, first floor of GAIA Prime.



PITCHCLIFF

Though the Oseram and Carja are currently at peace, the situation remains a politically volatile one, and access to Oseram territory has been gated to outsiders. Instead, the typically Oseram settlement of Pitchcliff – rough-hewn, smoke-filled and loud – now serves as a border town for all trade between the two tribes, much to the dismay of its mayor.





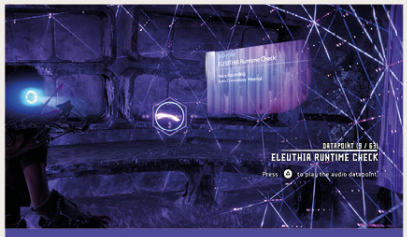
A63 Audio

Recording Device Unlocked after examining the music box in Dervahl's camp workshop. Can only be accessed during or after completion of the Main Quest 'Into the Borderlands.'



H21 Hologram

The Shrine Unlocked by interacting with the pedestal in the Shrine Room, first floor of GAIA Prime.



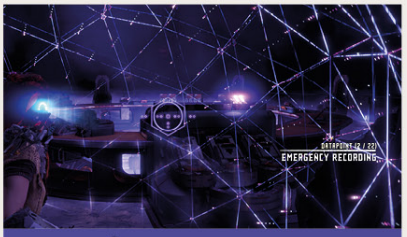
A59 Audio

ELEUTHIA Runtime Check On a shelf in the room west of the Shrine behind two pry-able doors, first floor of GAIA Prime.



A61 Audio

Buried Shadow Placed on some boxes next to a stool in Sylens' Workshop, first floor of GAIA Prime.



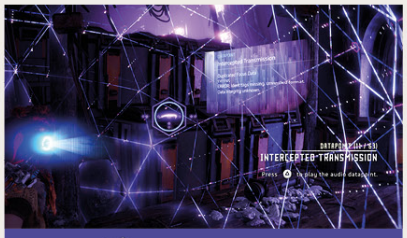
H22 Hologram

Emergency Recording Unlocked by interacting with the pedestal in the Control Room, second floor of GAIA Prime.



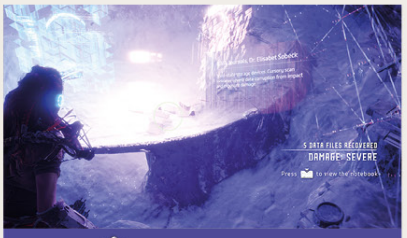
A60 Audio

First Meeting On the work bench in Sylens' Workshop, first floor of GAIA Prime.



A62 Audio

Intercepted Transmission Placed on crates in Sylens' Workshop, first floor of GAIA Prime.



Q40 Text

Sobeck Journal, 11-19-64 On Elisabet Sobeck's desk, first floor of GAIA Prime.



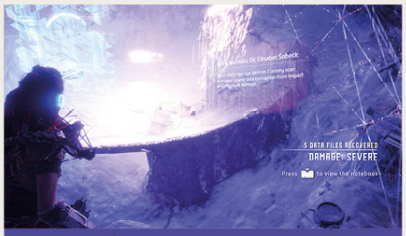
Q41 Text

Sobeck Journal, 7-16-65 On Elisabet Sobeck's desk, first floor of GAIA Prime.



Q42 Text

Sobeck Journal, 10-31-65 On Elisabet Sobeck's desk, first floor of GAIA Prime.



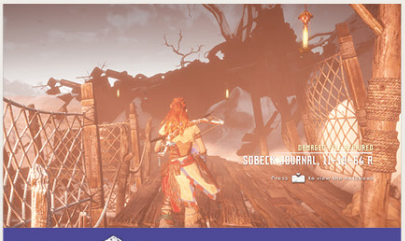
Q43 Text

Sobeck Journal, 1-15-66 On Elisabet Sobeck's desk, first floor of GAIA Prime.



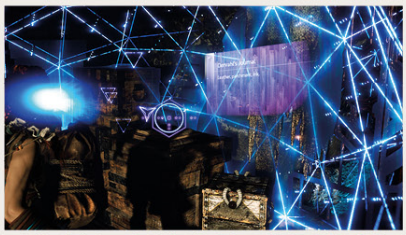
Q44 Audio

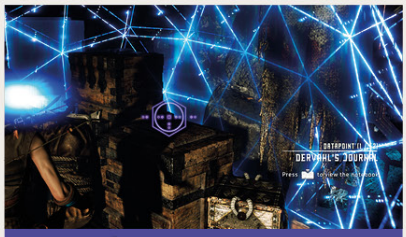
GAIA Log: 3 Feb 2065 On Elisabet Sobeck's desk, first floor of GAIA Prime.



Q45 Text

Sobeck Journal, 11-19-64 R Automatically acquired after scanning Sobeck's Journals in GAIA Prime, and then leaving Sylens' workshop upon completing the Main Quest, 'The Mountain that Fell.'





Q49 Text

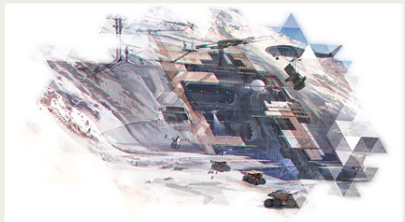
Dervahl's Journal Unlocked after examining a book in Dervahl's camp workshop. Can only be accessed during or after completion of the Main Quest, 'Into the Borderlands.'



Q50 Text

Tattered Letter In a book on a workbench in Dervahl's mountain workshop. Becomes available after defeating the Stormbird and disabling the lures during the Side Quest, 'Death from the Skies.'

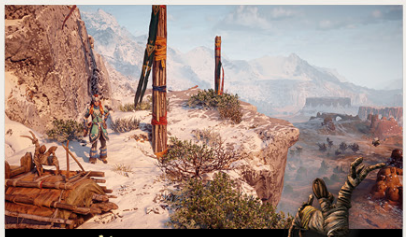




Set 3 Vantage 02

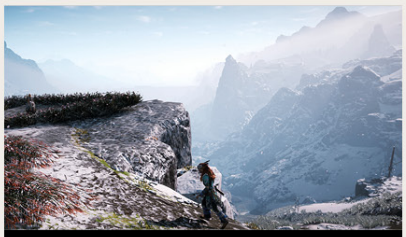
King's Peak This Vantage Point is located high in the mountains to the north, on the way to The Mountain that Fell. After scaling the first set of ledges and coming face-to-face with the Stormbird, you can head off the path to the west to find another series of ledges and handholds leading up into mountains there. These will take you on a fairly direct route to the peak, where you'll discover a view of the GAIA Prime facility at King's Peak.





Set 3 Artifact 02

Banuk Artifact – Mother You'll find this Banuk Figure on the cliffs overlooking the river south of Pitchcliff. To reach it, cross the river north from Corrupted Zone 10 and follow the Banuk paintings on the mountainside to the foot of the Brave Trail leading to the figure.



Set 2 Flower 07

Metal Flower – Mark II (G) This flower is located at the Stormbird Site north of Pitchcliff on a rocky ledge along the east wall just before the end of the road.



W60 Text

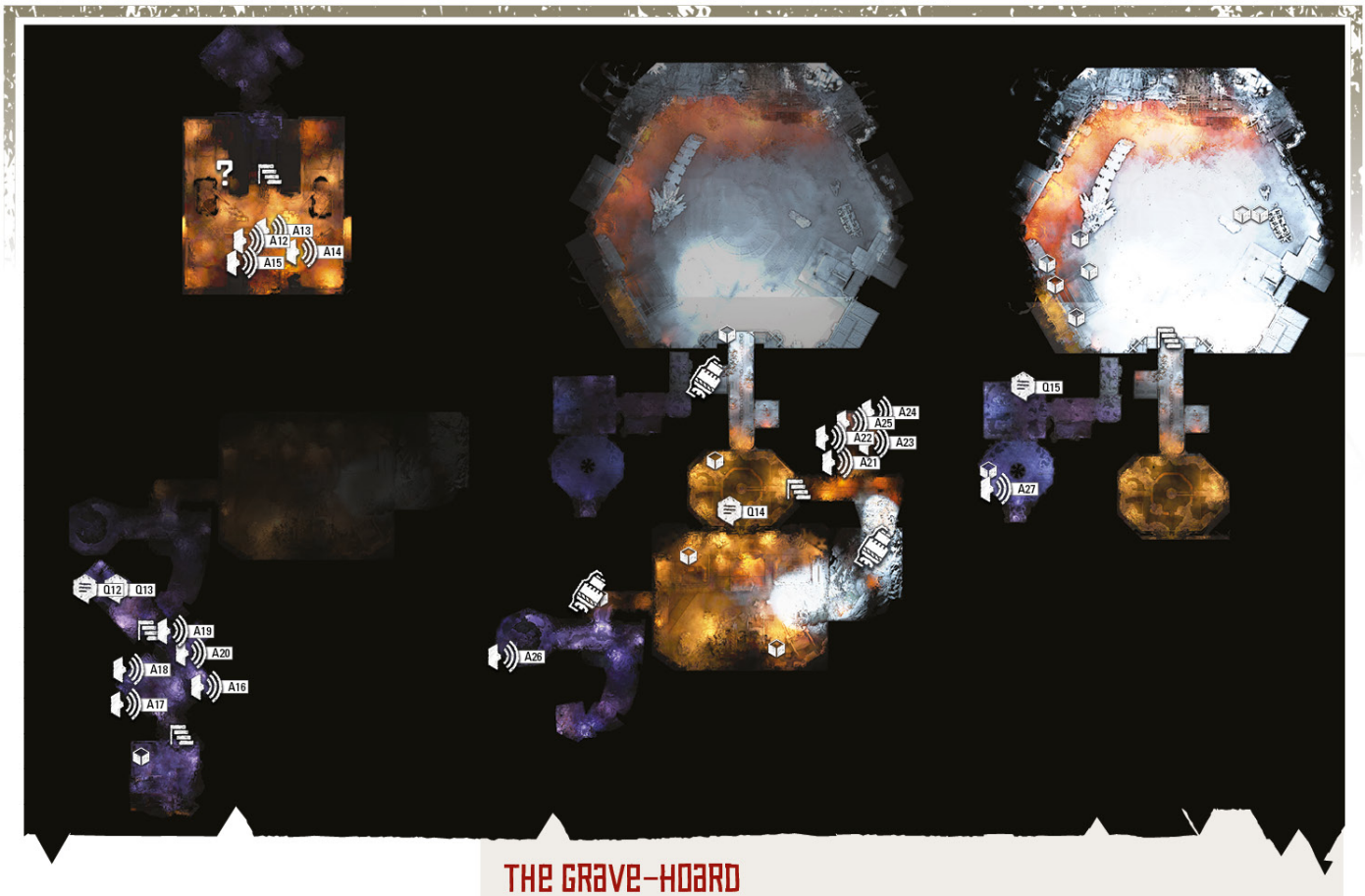
This Sucks On metal debris on the road leading towards the Stormbird during the Main Quest, 'The Mountain that Fell.'



W61 Text

Phantom Limbs Inside a large metal hull that can be found on the road leading towards the Stormbird during the Main Quest, 'The Mountain that Fell.'

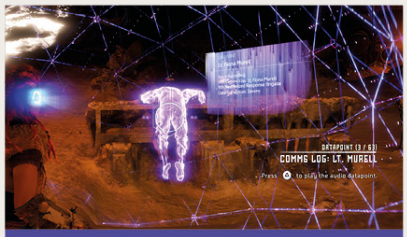

THE LONGROAM



THE GRAVE-HOARD

Still encircled by the corpse of a Metal Devil, this ruin was named by the Oseram delvers who first braved its caves of ice and twisted steel. A desperate battle between man and machine was fought here long ago, when the facility was known as US Robot Command.

DATAPOINTS



A12 Audio

Comms Log: Lt. Murell On the body of Lt. Fiona Murell in the entry room of the Grave-Hoard.



A14 Audio

Comms Log: Cpl. Mills On the body of Cpl. Yana Mills in the entry room of the Grave-Hoard.



A16 Audio

Reminder. Again. On a wheeled trolley in a hallway, second floor of the Grave-Hoard.



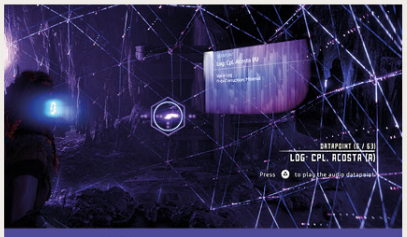
A13 Audio

Comms Log: Sgt. Guliyev On the body of Sgt. Ames Guliyev in the entry room of the Grave-Hoard.



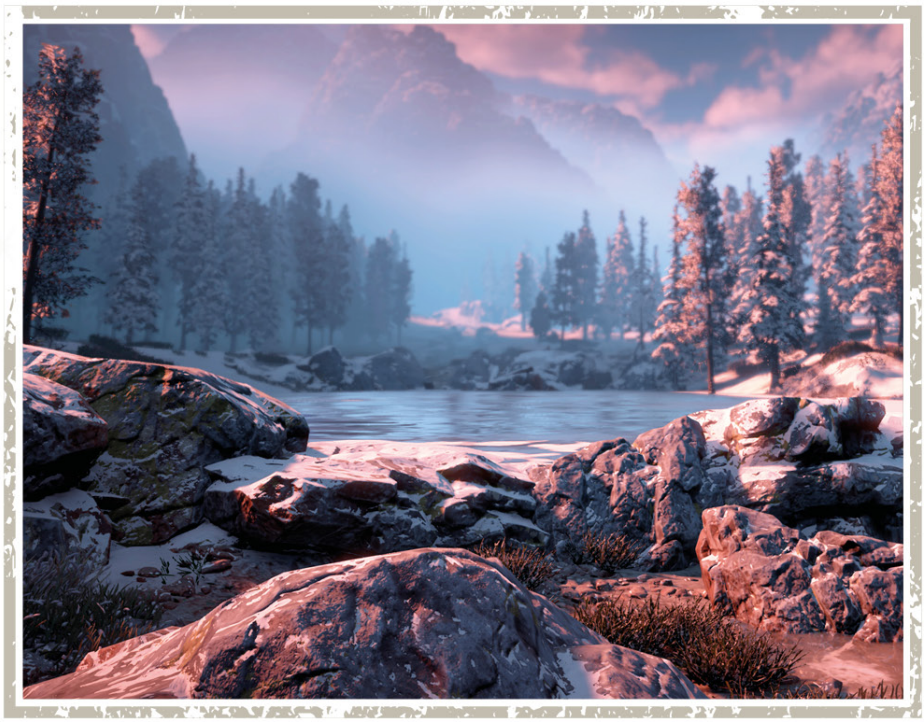
A15 Audio

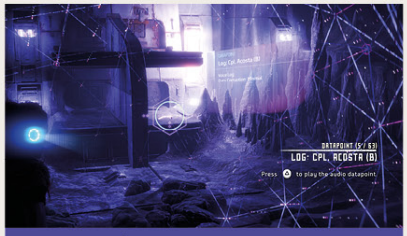
Comms Log: Sgt. Wandari On the body of Sgt. Usizo Wandari in the entry room of the Grave-Hoard.



A17 Audio

Log: Cpl. Acosta (A) On a bunk in the sleeping quarters, second floor of the Grave-Hoard.





A18 Audio

Log: Cpl. Acosta (B) On a bunk in the sleeping quarters, second floor of the Grave-Hoard.



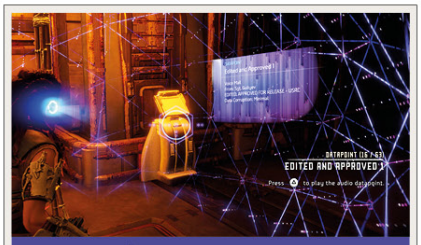
A19 Audio

Just a Little Longer On a shelf in a storage room, second floor of the Grave-Hoard.



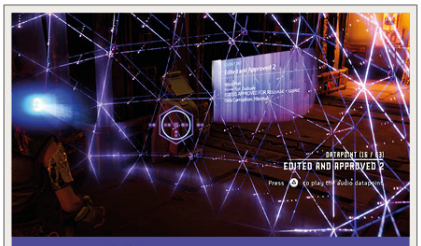
A20 Audio

So Sorry! On a shelf in a storage room, second floor of the Grave-Hoard.



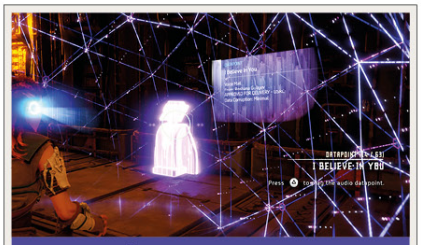
A21 Audio

Edited and Approved 1 Unlocked via scanning a server in the mail room, third floor of the Grave-Hoard.



A22 Audio

Edited and Approved 2 Unlocked via scanning a server in the mail room, third floor of the Grave-Hoard.



A23 Audio

I Believe In You Unlocked via scanning a server in the mail room, third floor of the Grave-Hoard.



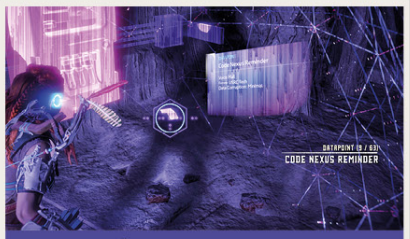
A24 Audio

Please Reply! Unlocked via scanning a server in the mail room, third floor of the Grave-Hoard.



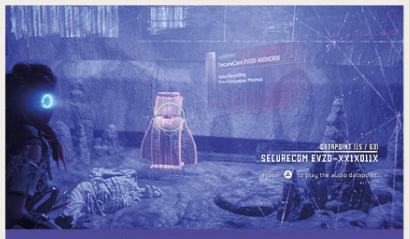
A25 Audio

Unit Status Report Unlocked via scanning a server in the mail room, third floor of the Grave-Hoard.



A26 Audio

Code Nexus Reminder On the floor next to the broken Code Nexus, third floor of the Grave-Hoard.



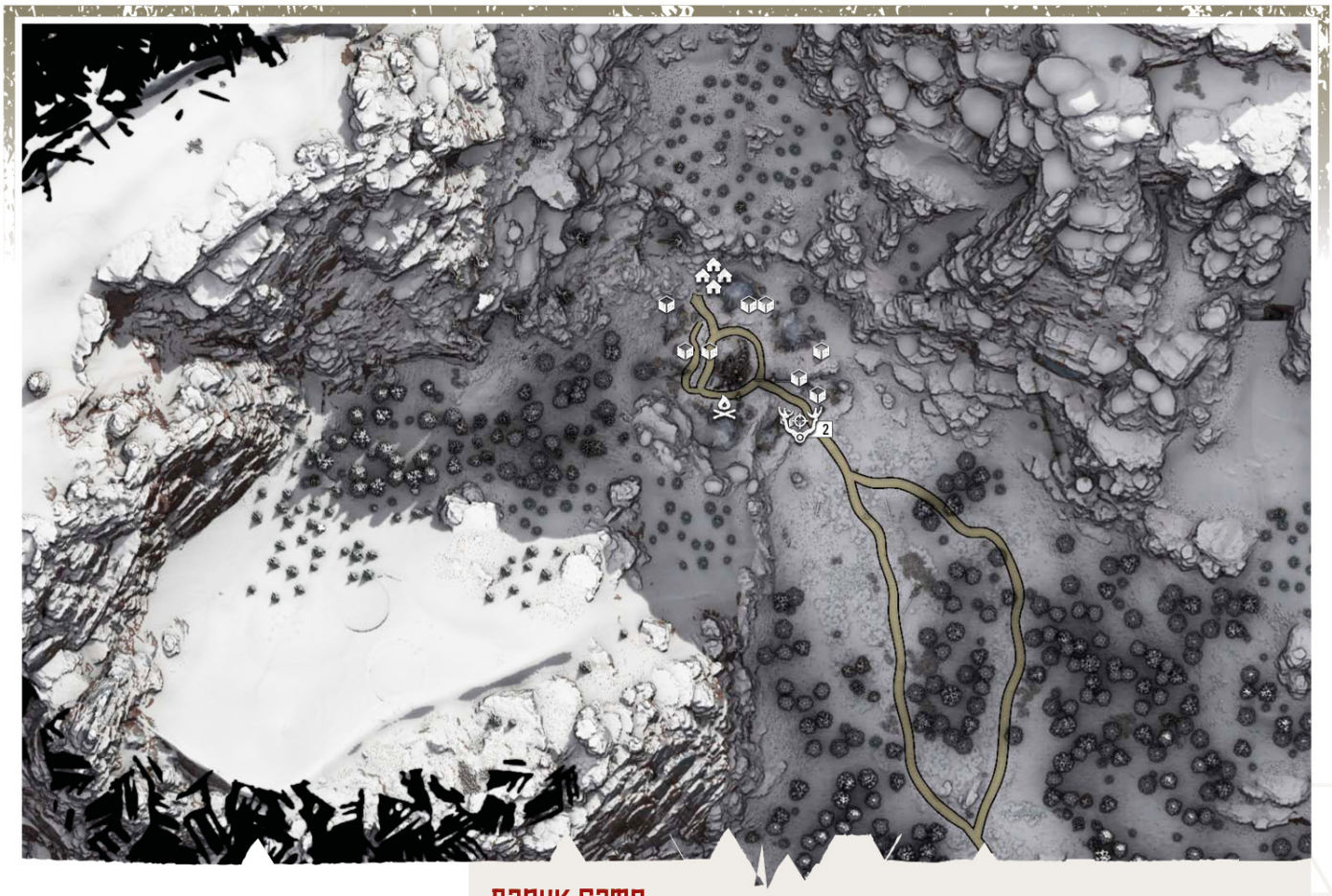
A27 Audio

SecureCom EVZD-XX1X011X Unlocked via scanning a server in the War Room, fourth floor of the Grave-Hoard.



Q12 Audio

Log: Cpl. Sarai (A) On a side table in the most northwestern room of the second floor of the Grave-Hoard.



Banuk Camp

The nomadic Banuk seldom make camp outside of their territory, but this settlement has drawn many hunters and shamans out of Ban-Ur to experience its unusual properties. Rumor has it that the Banuk shamans here are able to exert their mystical powers to control machines.



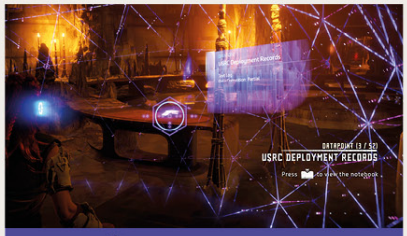
Q13 Audio

Log: Cpl. Sarai (B) On a shelf in the most northwestern room of the second floor of the Grave-Hoard.



Q15 Text

Report: Biosphere Degradation On a desk in the room before the War Room, fourth floor of the Grave-Hoard.



Q14 Text

USRC Deployment Records On the table in the projection room, third floor of the Grave-Hoard.



Set 1 Flower 08

Metal Flower – Mark I (H) This Metal Flower is in plain view a few steps south of the Campfire along the road leading to the Grave-Hoard.





Set 2 Artifact 01

Banuk Artifact – Punishment The Brave Trail leading to this figure begins at the foot of the cliffs just southeast of the Banuk Encampment. Look for a small Banuk painting at ground level and several conspicuous wooden poles a short distance up the mountainside.





Hunting Gear

Presented here for your reference is every usable item that Aloy can collect on her long journey. Whether you want to know whether to keep an item for later, need something to craft more ammo or can't remember which Merchant was offering the item you require, this chapter will be your one-stop source of information.



MERCHANTS OF THE WORLD

As you explore the Nora-controlled regions and the vast lands beyond, you'll encounter many different types of merchants with different wares for sale. The inventory of these merchants expands as you make your journey west towards the economic hub of Meridian, where you'll also find a plethora of unique merchants with exotic trinkets for sale. To better help you to keep track of who sells what, we have split the different merchants into four tiers based on their selection of items and marked them by tier to make them easier to identify.

Already Owned
While looking through the available items for purchase at any merchant, if you see this symbol, it means that you already have at least one of those items in your inventory.

TRADER KARST

Karst is the only general merchant that will trade with you prior to completing the Main Quest 'The Proving', and you'll normally be able to find him just south-east of Mother's Cradle. When you speak to Karst as part of the Main Quest 'The Point of the Spear', his inventory will be somewhat limited, but he'll become an ordinary Tier 1 merchant from the Main Quest 'Mother's Heart' onward.



Weapons

Item Name	Cost
Tripcaster	Scrapper Lens x1
Tripcaster	Metal Shards x90
Sling	Metal Shards x70
Sharpshot Bow	Metal Shards x105
Ropecaster	Metal Shards x75
War Bow	Metal Shards x100
Carja Sling	Metal Shards x150, Blaze x15

Resources

Item Name	Cost
Wire	Metal Shards x5
Sparker	Metal Shards x5
Metal vessel	Metal Shards x12
Blaze	Metal Shards x12
Wood Bundle	Metal Shards x20, Sparker x5

Traps And Potions

Item Name	Cost
Health Potion	Metal Shards x35, Sparker x3, Wire x3
Full health Potion	Metal Shards x80, Metal Vessel x2
Resist Fire Potion	Metal Shards x10, Blaze x1
Shock Trap	Metal Shards x20
Detonating Blast Trap	Metal Shards x25

Ammo

Item Name	Cost
Hunter Arrow Pack	Metal Shards x5
Fire Arrow Pack	Metal Shards x25
Shock Wire Pack	Metal Shards x20
Freeze Bomb Ammo Pack	Metal Shards x40
Precision Arrow Pack	Metal Shards x20
Tie Rope Light Pack	Metal Shards x15
Shock Arrow Pack	Metal Shards x15
Rock Bundle	Metal Shards x5, Wire x1

Treasure Boxes

Item Name	Cost
Free Sample Box	Free

TRADER TEB

Although Teb has done rather well for himself in his career as a stitcher for the Nora, the only time you'll be able to purchase items from him is during the Main Quest 'Mother's Heart'. During that time he will be the first merchant from whom you can purchase Outfits. As a show of thanks for saving him when you were young, he'll give you a Nora Brave Outfit that he created especially for you.



Outfits

Item Name	Cost
Nora Survivor Light	Metal Shards x45, Wire x5
Nora Silent Hunter Light	Metal Shards x50, Blaze x3
Nora Protector Light	Metal Shards x65, Sparker x5
Nora Brave	Free
Nora Silent Hunter Medium	Metal Shards x200, Watcher Lens x2

Treasure Boxes

Item Name	Cost
Free Sample Box	Free

TIER 1 MERCHANTS

After completing the Proving and becoming a full-fledged part of the Nora tribe, the merchants throughout The Embrace will no longer shun you so you'll be able to purchase items from them. Since The Embrace is the heart of Nora territory where the most isolationist and devout tribesmen live, not many goods make their way to the merchants here, so they have only the most basic things for sale.



Weapons

Item Name	Cost
Tripcaster	Metal Shards x90
Sling	Metal Shards x70
Sharpshot Bow	Metal Shards x105
Ropecaster	Metal Shards x75
War Bow	Metal Shards x100
Carja Sling	Metal Shards x150, Blaze x15

Outfits

Item Name	Cost
Nora Survivor Light	Metal Shards x45, Wire x5
Nora Silent Hunter Light	Metal Shards x50, Blaze x3
Nora Protector Light	Metal Shards x65, Sparker x5
Nora Silent Hunter Medium	Metal Shards x200, Watcher Lens x2

Resources

Item Name	Cost
Wire	Metal Shards x5
Sparker	Metal Shards x5
Metal vessel	Metal Shards x12
Blaze	Metal Shards x12
Wood Bundle	Metal Shards x20, Sparker x5

Traps And Potions

Item Name	Cost
Health Potion	Metal Shards x35, Sparker x3, Wire x3
Full health Potion	Metal Shards x80, Metal Vessel x2
Resist Fire Potion	Metal Shards x10, Blaze x1
Shock Trap	Metal Shards x20
Detonating Blast Trap	Metal Shards x25

Ammo

Item Name	Cost
Hunter Arrow Pack	Metal Shards x5
Fire Arrow Pack	Metal Shards x25
Shock Wire Pack	Metal Shards x20
Freeze Bomb Ammo Pack	Metal Shards x40
Precision Arrow Pack	Metal Shards x20
Tie Rope Light Pack	Metal Shards x15
Shock Arrow Pack	Metal Shards x15
Rock Bundle	Metal Shards x5, Wire x1

Treasure Boxes

Item Name	Cost
Free Sample Box	Free



Tier 2 Merchants

Once you venture outside of The Embrace, you'll encounter these merchants more frequently in the other Nora-controlled lands. Since they're much closer to the border with Carja territory where foreign traders operate, a much wider selection of goods can be found here.

Weapons

Item Name	Cost
Tripcaster	Metal Shards x90
Sling	Metal Shards x70
Blast Sling	Metal Shards x200
Sharpshot Bow	Metal Shards x105
Ropecaster	Metal Shards x75
War Bow	Metal Shards x100
Rattler	Metal Shards x130
Carja Hunter Bow	Metal Shards x50, Sparker x5, Wire x5
Carja Tripcaster	Metal Shards x180, Chillwater x10
Carja Sling	Metal Shards x150, Blaze x15
Carja Sharpshot Bow	Metal Shards x210, Metalburn x10
Shadow Sling	Metal Shards x650, Crystal Braiding x1

Outfits

Item Name	Cost
Banuk Ice Hunter Light	Metal Shards x40, Metalburn x1
Nora Survivor Light	Metal Shards x45, Wire x5
Nora Silent Hunter Light	Metal Shards x50, Blaze x3
Banuk Sickness Eater Light	Metal Shards x60, Fatty Meat x2
Nora Protector Light	Metal Shards x65, Sparker x5
Banuk Ice Hunter Medium	Metal Shards x150, Shell-Walker Lens x1
Nora Survivor Medium	Metal Shards x185, Broadhead Lens x1
Nora Silent Hunter Medium	Metal Shards x200, Watcher Lens x2
Banuk Sickness Eater Medium	Metal Shards x150, Scrapper Lens x1
Nora Protector Medium	Metal Shards x190, Grazer lens x1
Banuk Ice Hunter Heavy	Metal Shards x800, Strider Heart x1, Metal Vessel x20
Nora Survivor Heavy	Metal Shards x900, Watcher Heart x2, Blaze x40
Nora Silent Hunter Heavy	Metal Shards x800, Bellowback Heart x1
Banuk Sickness Eater Heavy	Metal Shards x760, Grazer Heart x1
Nora Protector Heavy	Metal Shards x1000, Shell-Walker Heart x1

Resources

Item Name	Cost
Fast Travel Pack	Metal Shards x2, Ridge-Wood x15, Rich Meat x1
Wire	Metal Shards x5
Sparker	Metal Shards x5
Metal vessel	Metal Shards x12
Blaze	Metal Shards x12
Chillwater	Metal Shards x12
Wood Bundle	Metal Shards x20, Sparker x5

Traps And Potions

Item Name	Cost
Health Potion	Metal Shards x35, Sparker x3, Wire x3
Full health Potion	Metal Shards x80, Metal Vessel x2
Health Boost Potion	Metal Shards x35, Chillwater x2
Resist Fire Potion	Metal Shards x10, Blaze x1
Resist Shock Potion	Metal Shards x10, Sparker x5
Resist Freeze Potion	Metal Shards x10, Chillwater x1
Antidote	Metal Shards x12, Wire x5
Shock Trap	Metal Shards x20
Blast Trap	Metal Shards x22
Detonating Blast Trap	Metal Shards x25

Ammo

Item Name	Cost
Hunter Arrow Pack	Metal Shards x5
Fire Arrow Pack	Metal Shards x25
Shock Wire Pack	Metal Shards x20
Blast Wire Pack	Metal Shards x40
Freeze Bomb Ammo Pack	Metal Shards x40
Fire Bomb Ammo Pack	Metal Shards x30
Shock Bomb Ammo Pack	Metal Shards x30
Blast Bomb Ammo Pack	Metal Shards x35
Precision Arrow Pack	Metal Shards x20
Tearblast Arrow Pack	Metal Shards x90
Tie Rope Light Pack	Metal Shards x15
Shock Arrow Pack	Metal Shards x15
Metal Bolt Pack	Metal Shards x15
Rock Bundle	Metal Shards x5, Wire x1

Treasure Boxes

Item Name	Cost
Free Sample Box	Free
Shard Gambler's Box	Metal Shards x10
Modification Box	Metal Shards x100
Special Modification Box	Metal Shards x1350

Special Items

Item Name	Cost
Map - Metal Flowers	Metal Shards x5, Blaze x2
Map - Banuk Figures	Metal Shards x8, Rich Meat x1, Fatty Meat x1
Map - Ancient Vessels	Metal Shards x10, Metalburn x1
Map - Vantages	Metal Shards x12, Chillwater x2

TIER 3 MERCHANTS

Past the walls of the Carja fort, Daytower, the long road known as the Way of Broken Stones extends across the arid desert towards Meridian. Along that road and in the surrounding areas, Tier 3 merchants will attempt to sell you a far wider array of goods than ever made it into Nora lands.



Weapons

Item Name	Cost
Tripcaster	Metal Shards x90
Sling	Metal Shards x70
Blast Sling	Metal Shards x200
Sharpshot Bow	Metal Shards x105
Ropecaster	Metal Shards x75
War Bow	Metal Shards x100
Rattler	Metal Shards x130
Carja Hunter Bow	Metal Shards x50, Sparker x5, Wire x5
Carja Tripcaster	Metal Shards x180, Chillwater x10
Carja Sling	Metal Shards x150, Blaze x15
Carja Blast Sling	Metal Shards x400 Metal Vessel x10, Luminous Braiding x1
Carja Sharpshot Bow	Metal Shards x210, Metalburn x10
Carja Ropecaster	Metal Shards x200, Echo Shell x6
Carja War Bow	Metal Shards x300, Desert Glass x5, Slagshine Glass x2
Carja Rattler	Metal Shards x250, Rich Meat x10, Fatty Meat x5, Bony Meat x5
Shadow Hunter Bow	Metal Shards x650, Watcher Heart x1
Shadow Tripcaster	Metal Shards x750, Scrapper Heart x1
Shadow Sling	Metal Shards x650, Crystal Braiding x1
Shadow Sharpshot Bow	Metal Shards x800, Sawtooth Heart x1

Outfits

Item Name	Cost
Carja Silks Light	Metal Shards x35, Blaze x6
Oseram Sparkworker Light	Metal Shards x50, Slagshine Glass x1
Carja Blazon Light	Metal Shards x65, Sparker x10
Oseram Arrow Breaker Light	Metal Shards x70, Desert Glass x2
Shadow Stalwart Light*	Metal Shards x55, Chillwater x4
Banuk Ice Hunter Light	Metal Shards x40, Metalburn x1
Nora Survivor Light	Metal Shards x45, Wire x5
Nora Silent Hunter Light	Metal Shards x50, Blaze x3
Banuk Sickness Eater Light	Metal Shards x60, Fatty Meat x2
Nora Protector Light	Metal Shards x65, Sparker x5
Carja Silks Medium	Metal Shards x240, Snapmaw Lens x1
Oseram Sparkworker Medium	Metal Shards x230, Lancehorn Lens x1
Carja Blazon Medium	Metal Shards x220, Glinthawk Lens x1
Oseram Arrow Breaker Medium	Metal Shards x280, Ravager Lens x1
Shadow Stalwart Medium*	Metal Shards x230, Trampler Lens x1
Banuk Ice Hunter Medium	Metal Shards x150, Shell-Walker Lens x1
Nora Survivor Medium	Metal Shards x185, Broadhead Lens x1
Nora Silent Hunter Medium	Metal Shards x200, Watcher Lens x2
Banuk Sickness Eater Medium	Metal Shards x150, Scrapper Lens x1
Nora Protector Medium	Metal Shards x190, Grazer lens x1
Carja Silks Heavy	Metal Shards x770, Longleg Heart x1
Oseram Sparkworker Heavy	Metal Shards x800, Luminous Braiding x2
Carja Blazon Heavy	Metal Shards x780, Charger Heart x1
Oseram Arrow Breaker Heavy	Metal Shards x1100, Crystal Braiding x1
Shadow Stalwart Heavy*	Metal Shards x680, Stalker Heart x1
Banuk Ice Hunter Heavy	Metal Shards x800, Strider Heart x1, Metal Vessel x20
Nora Survivor Heavy	Metal Shards x900, Watcher Heart x2, Blaze x40
Nora Silent Hunter Heavy	Metal Shards x800, Bellowback Heart x1
Banuk Sickness Eater Heavy	Metal Shards x760, Grazer Heart x1
Nora Protector Heavy	Metal Shards x1000, Shell-Walker Heart x1

*Only after Main Quest 'The Terror of the Sun'

Resources

Item Name	Cost
Fast Travel Pack	Metal Shards x2, Ridge-Wood x15, Rich Meat x1
Golden Fast Travel pack	Metal Shards x50, Fox Skin x1, Fatty Meat x10
Wire	Metal Shards x5
Sparker	Metal Shards x5
Metal vessel	Metal Shards x12
Blaze	Metal Shards x12
Chillwater	Metal Shards x12
Echo Shell	Metal Shards x30
Wood Bundle	Metal Shards x20, Sparker x5

Traps And Potions

Item Name	Cost
Health Potion	Metal Shards x35, Sparker x3, Wire x3
Full health Potion	Metal Shards x80, Metal Vessel x2
Health Boost Potion	Metal Shards x35, Chillwater x2
Resist Fire Potion	Metal Shards x10, Blaze x1
Resist Shock Potion	Metal Shards x10, Sparker x5
Resist Freeze Potion	Metal Shards x10, Chillwater x1

	Antidote	Metal Shards x12, Wire x5
	Shock Trap	Metal Shards x20
	Blast Trap	Metal Shards x22
	Detonating Blast Trap	Metal Shards x25

Ammo

Item Name	Cost
Hunter Arrow Pack	Metal Shards x5
Fire Arrow Pack	Metal Shards x25
Hardpoint Arrow Pack	Metal Shards x15
Shock Wire Pack	Metal Shards x20
Blast Wire Pack	Metal Shards x40
Fire Wire Pack	Metal Shards x30
Freeze Bomb Ammo Pack	Metal Shards x40
Fire Bomb Ammo Pack	Metal Shards x30
Shock Bomb Ammo Pack	Metal Shards x30
Blast Bomb Ammo Pack	Metal Shards x35
Sticky Bomb Ammo Pack	Metal Shards x50
Precision Arrow Pack	Metal Shards x20
Tearblast Arrow Pack	Metal Shards x90
Harvest Arrow Pack	Metal Shards x15
Tie Rope Light Pack	Metal Shards x15
Tie Rope Medium Pack	Metal Shards x20
Shock Arrow Pack	Metal Shards x15
Freeze Arrow Pack	Metal Shards x30
Metal Bolt Pack	Metal Shards x15
Shock Bolt Pack	Metal Shards x20
Rock Bundle	Metal Shards x5, Wire x1

Treasure Boxes

Item Name	Cost
Free Sample Box	Free
Shard Gambler's Box	Metal Shards x10
Modification Box	Metal Shards x100
Special Modification Box	Metal Shards x1350

Special Items

Item Name	Cost
Map - Metal Flowers	Metal Shards x5, Blaze x2
Map - Banuk Figures	Metal Shards x8, Rich Meat x1, Fatty Meat x1
Map - Ancient Vessels	Metal Shards x10, Metalburn x1
Map - Vantages	Metal Shards x12, Chillwater x2

TIER 4 MERCHANTS



Meridian and Sunfall are home to the best artisans and craftsman in the land, so it's only natural that the merchants you encounter in these areas will not only have an expanded selection of goods for sale, but everything will be of the highest quality. Hopefully you've been saving up your Metal Shards, because going on a shopping spree at these merchants can quickly clean you out!

Weapons

Item Name	Cost
Tripcaster	Metal Shards x90
Sling	Metal Shards x70
Blast Sling	Metal Shards x200
Sharpshot Bow	Metal Shards x105
Ropecaster	Metal Shards x75
War Bow	Metal Shards x100
Rattler	Metal Shards x130
Carja Hunter Bow	Metal Shards x50, Sparker x5, Wire x5
Carja Tripcaster	Metal Shards x180, Chillwater x10
Carja Sling	Metal Shards x150, Blaze x15
Carja Blast Sling	Metal Shards x400, Metal Vessel x10, Luminous Braiding x1
Carja Sharpshot Bow	Metal Shards x210, Metalburn x10
Carja Ropecaster	Metal Shards x200, Echo Shell x6
Carja War Bow	Metal Shards x300, Desert Glass x5, Slagshine Glass x2
Carja Rattler	Metal Shards x250, Rich Meat x10, Fatty Meat x5, Bony Meat x5
Shadow Hunter Bow	Metal Shards x650, Watcher Heart x1
Shadow Tripcaster	Metal Shards x750, Scrapper Heart x1
Shadow Sling	Metal Shards x650, Crystal Braiding x1
Shadow Blast Sling	Metal Shards x1400, Lancehorn Heart x1
Shadow Sharpshot Bow	Metal Shards x800, Sawtooth Heart x1
Shadow Ropecaster	Metal Shards x500, Snapmaw Heart x1
Shadow War Bow	Metal Shards x800, Trampler Heart x1
Shadow Rattler	Metal Shards x950, Boar Skin x1, Rabbit Skin x1, Fox Skin x1

Outfits

Item Name	Cost
Carja Silks Light	Metal Shards x35, Blaze x6
Oseram Sparkworker Light	Metal Shards x50, Slagshine Glass x1
Carja Blazon Light	Metal Shards x65, Sparker x10
Oseram Arrow Breaker Light	Metal Shards x70, Desert Glass x2
Shadow Stalwart Light*	Metal Shards x55, Chillwater x4
Banuk Ice Hunter Light	Metal Shards x40, Metalburn x1
Nora Survivor Light	Metal Shards x45, Wire x5
Nora Silent Hunter Light	Metal Shards x50, Blaze x3
Banuk Sickness Eater Light	Metal Shards x60, Fatty Meat x2
Nora Protector Light	Metal Shards x65, Sparker x5
Carja Silks Medium	Metal Shards x240, Snapmaw Lens x1
Oseram Sparkworker Medium	Metal Shards x230, Lancehorn Lens x1
Carja Blazon Medium	Metal Shards x220, Glinthawk Lens x1
Oseram Arrow Breaker Medium	Metal Shards x280, Ravager Lens x1
Shadow Stalwart Medium*	Metal Shards x230, Trampler Lens x1
Banuk Ice Hunter Medium	Metal Shards x150, Shell-Walker Lens x1
Nora Survivor Medium	Metal Shards x185, Broadhead Lens x1
Nora Silent Hunter Medium	Metal Shards x200, Watcher Lens x2
Banuk Sickness Eater Medium	Metal Shards x150, Scrapper Lens x1
Nora Protector Medium	Metal Shards x190, Grazer lens x1
Carja Silks Heavy	Metal Shards x770, Longleg Heart x1
Oseram Sparkworker Heavy	Metal Shards x800, Luminous Braiding x2
Carja Blazon Heavy	Metal Shards x780, Charger Heart x1
Oseram Arrow Breaker Heavy	Metal Shards x1100, Crystal Braiding x1
Shadow Stalwart Heavy*	Metal Shards x680, Stalker Heart x1
Banuk Ice Hunter Heavy	Metal Shards x800, Strider Heart x1, Metal Vessel x20
Nora Survivor Heavy	Metal Shards x900, Watcher Heart x2, Blaze x40
Nora Silent Hunter Heavy	Metal Shards x800, Bellowback Heart x1
Banuk Sickness Eater Heavy	Metal Shards x760, Grazer Heart x1
Nora Protector Heavy	Metal Shards x1000, Shell-Walker Heart x1

*Only after Main Quest 'The Terror of the Sun'

Resources

Item Name	Cost
Fast Travel Pack	Metal Shards x2, Ridge-Wood x15, Rich Meat x1
Golden Fast Travel Pack	Metal Shards x50, Fox Skin x1, Fatty Meat x10
Wire	Metal Shards x5
Sparker	Metal Shards x5
Metal vessel	Metal Shards x12
Blaze	Metal Shards x12
Chillwater	Metal Shards x12
Echo Shell	Metal Shards x30
Metalburn	Metal Shards x30
Wood Bundle	Metal Shards x20, Sparker x5

Traps And Potions

Item Name	Cost
Health Potion	Metal Shards x35, Sparker x3, Wire x3
Full health Potion	Metal Shards x80, Metal Vessel x2
Health Boost Potion	Metal Shards x35, Chillwater x2
Resist Fire Potion	Metal Shards x10, Blaze x1
Resist Shock Potion	Metal Shards x10, Sparker x5
Resist Freeze Potion	Metal Shards x10, Chillwater x1
Antidote	Metal Shards x12, Wire x5
Shock Trap	Metal Shards x20
Blast Trap	Metal Shards x22
Detonating Blast Trap	Metal Shards x25

Ammo

Item Name	Cost
Hunter Arrow Pack	Metal Shards x5
Fire Arrow Pack	Metal Shards x25
Hardpoint Arrow Pack	Metal Shards x15
Shock Wire Pack	Metal Shards x20
Blast Wire Pack	Metal Shards x40
Fire Wire Pack	Metal Shards x30
Freeze Bomb Ammo Pack	Metal Shards x40
Fire Bomb Ammo Pack	Metal Shards x30
Shock Bomb Ammo Pack	Metal Shards x30
Blast Bomb Ammo Pack	Metal Shards x35
Sticky Bomb Ammo Pack	Metal Shards x50
Proximity Bomb Ammo Pack	Metal Shards x30
Precision Arrow Pack	Metal Shards x20
Tearblast Arrow Pack	Metal Shards x90
Harvest Arrow Pack	Metal Shards x15
Tie Rope Light Pack	Metal Shards x15
Tie Rope Medium Pack	Metal Shards x20
Tie Rope Heavy Pack	Metal Shards x30
Shock Arrow Pack	Metal Shards x15
Freeze Arrow Pack	Metal Shards x30
Corruption Arrow Pack	Metal Shards x60
Metal Bolt Pack	Metal Shards x15
Freeze Bolt Pack	Metal Shards x25
Shock Bolt Pack	Metal Shards x20
Tearblaster Charge Pack	Metal Shards x30
Rock Bundle	Metal Shards x5, Wire x1

Treasure Boxes

Item Name	Cost
Free Sample Box	Free
Shard Gambler's Box	Metal Shards x10
Modification Box	Metal Shards x100
Special Modification Box	Metal Shards x1350

Special Items

Item Name	Cost
Map - Metal Flowers	Metal Shards x5, Blaze x2
Map - Banuk Figures	Metal Shards x8, Rich Meat x1, Fatty Meat x1
Map - Ancient Vessels	Metal Shards x10, Metalburn x1
Map - Vantages	Metal Shards x12, Chillwater x2



Specialty Merchants

Meridian is home to a number of specialty Merchants with unique items for sale that you'll not find anywhere else in the game. While some of these merchants will be there when you first arrive, others will only open up shop after you've completed the investigation of Olin's Apartment as part of the Main Quest 'The City of the Sun'.



Artifact Collectibles

At the southern end of the market area in central Meridian you'll find the merchant Cantarah, who specializes in trading for rare Banuk Artifacts. If you talk to her you can find out more about the cultural significance of these artifacts, and if you bring back complete sets of two for her, you can trade them for a lucrative reward box.

Treasure Boxes

Item Name	Cost
Cantarah's Reward Box I	Banuk Artifact: I Name You x1, Banuk Artifact: My Claim x1
Cantarah's Reward Box II	Banuk Artifact: Punishment x1, Banuk Artifact: I Cannot Confess x1
Cantarah's Reward Box III	Banuk Artifact: The Vision x1, Banuk Artifact: Mother x1

Special Items

Item Name	Cost
Map - Metal Flowers	Metal Shards x5, Blaze x2
Map - Banuk Figures	Metal Shards x8, Rich Meat x1, Fatty Meat x1
Map - Ancient Vessels	Metal Shards x10, Metalburn x1
Map - Vantages	Metal Shards x12, Chillwater x2

Vessel Collectibles

Studious Palas used to venture out to explore ancient ruins looking for relics, but such times have long passed, and he now relies on outsiders to bring the objects of his desire to him at his stall. Of particular interest to him are Ancient Vessels that are rumored to have been used in the solemn custom of beard-shaving, and since it would naturally take a full set of four to properly shave ones beard, that is what he is after. Bring them back to him in exchange for a hefty reward.

Treasure Boxes

Item Name	Cost
Palas' Reward Box I	Ancient Vessel - Faro x1, Ancient Vessel - Arches x1, Ancient Vessel - DroneHop x1, Ancient Vessel - Wayfarers x1
Palas' Reward Box II	Ancient Vessel - Miriam x1, Ancient Vessel - USRC x1, Ancient Vessel - KZ x1, Ancient Vessel - Sterling-Malkeet x1
Palas' Reward Box III	Ancient Vessel - Odyssey x1, Ancient Vessel - Metallurgic x1, Ancient Vessel - Jomei x1, Ancient Vessel - Thunderheads x1

Special Items

Item Name	Cost
Map - Metal Flowers	Metal Shards x5, Blaze x2
Map - Banuk Figures	Metal Shards x8, Rich Meat x1, Fatty Meat x1
Map - Ancient Vessels	Metal Shards x10, Metalburn x1
Map - Vantages	Metal Shards x12, Chillwater x2



FLOWER COLLECTIBLES

Kudiv has an eye for the finer things in life, and he considers nothing finer than the beauty of the enigmatic Metal Flowers. The love of his partner, Theradine, keeps him from venturing out on his own to collect them these days, so now he looks to other hunters to acquire the blooms for him. It takes a full set of flowers to make a proper arrangement, and if you manage to obtain them all for him, you'll be rewarded handsomely.



Treasure Boxes

Item Name	Cost
Kudiv's Reward Box I	Metal Flower - Mark I x10
Kudiv's Reward Box II	Metal Flower - Mark II x10
Kudiv's Reward Box III	Metal Flower - Mark III x10

Special Items

Item Name	Cost
Map - Metal Flowers	Metal Shards x5, Blaze x2
Map - Banuk Figures	Metal Shards x8, Rich Meat x1, Fatty Meat x1
Map - Ancient Vessels	Metal Shards x10, Metalburn x1
Map - Vantages	Metal Shards x12, Chillwater x2



MYSTERY BOXES

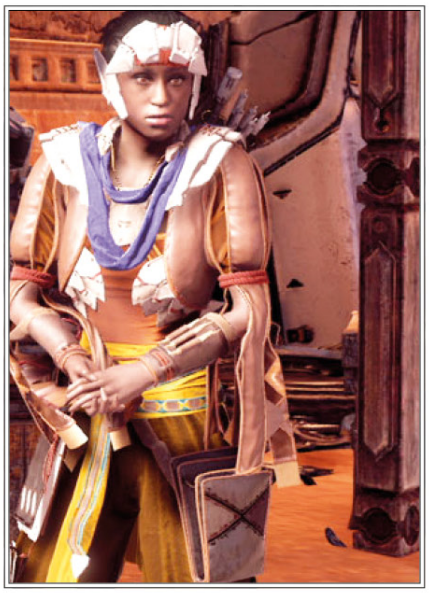
The mysterious Mystery Box merchant is the ultimate back-alley dealer, always on the lookout for valuables and willing to trade a vast array of different items for one of his special boxes. Many items that you may have simply sold to other merchants can be used here to acquire Treasure Boxes, the contents of which could potentially be worth far more than what you paid. But as with any shady merchant, not every box is winner.

Treasure Boxes

Item Name	Cost
Shard Gambler's Box	Metal Shards x10
Modification Box	Metal Shards x100
Special Modification Box	Metal Shards x1350
Scrap Collector Box	Dirty Basket - Small x1, Dirty Basket - Medium x1, Dirty Basket - Large x1
Charcoal-Burner Box	Dirty Resin Chunk - Small x1, Dirty Resin Chunk - Medium x1, Dirty Resin Chunk - Large x1
Sculptor Box	Dirty Rusted Bolt - Small x1, Dirty Rusted Bolt - Medium x1, Dirty Rusted Bolt - Large x1
Scavenger Dark Box	Processed Metal Block x1
Scavenger Light Box	Processed Metal Block x1
Outlaw Dark Box	Desert Glass x1
Outlaw Light Box	Slagshine Glass x1
Hunter Big Game Box	Crystal Braiding x1
Hunter Small Game Box	Luminous Braiding x1
HunterTiny Game Box	Tiny Meat x5
Mysterious Box	Stranded Figure x1, Stranded Shackles x1, Stranded Necklace x1

Machine Resources

Nestled at the base of the stairs leading up to the Hunters' Lodge, the Machine Resources merchant is ideally positioned to take advantage of all the machine parts being brought back by the hunters. While prices may be at a premium, the convenience of being able to buy a particular Lens or Heart that you require is priceless.



Resources

Item Name	Cost
Watcher Lens	Metal Shards x100
Strider Lens	Metal Shards x100
Scrapper Lens	Metal Shards x120
Grazer Lens	Metal Shards x120
Lancehorn Lens	Metal Shards x200
Broadhead Lens	Metal Shards x180
Glinthawk Lens	Metal Shards x400
Charger Lens	Metal Shards x220
Sawtooth Lens	Metal Shards x310
Longleg Lens	Metal Shards x320
Shell-Walker Lens	Metal Shards x170
Bellowback Lens	Metal Shards x380
Trampler Lens	Metal Shards x390
Ravager Lens	Metal Shards x420
Snapmaw Lens	Metal Shards x330
Stalker Lens	Metal Shards x270
Watcher Heart	Metal Shards x200
Strider Heart	Metal Shards x200
Scrapper Heart	Metal Shards x250
Grazer Heart	Metal Shards x250
Lancehorn Heart	Metal Shards x400
Broadhead Heart	Metal Shards x360
Glinthawk Heart	Metal Shards x800
Charger Heart	Metal Shards x440
Sawtooth Heart	Metal Shards x620
Longleg Heart	Metal Shards x640
Shell-Walker Heart	Metal Shards x340
Bellowback Heart	Metal Shards x760
Trampler Heart	Metal Shards x780
Ravager Heart	Metal Shards x840
Snapmaw Heart	Metal Shards x660
Stalker Heart	Metal Shards x540



Eclectic Collectibles

In every market there is a stall that prides itself on selling small knick-knacks and bizarre curios, and the market in Meridian is no different. In exchange for a modest sum of Metal Shards and some readily available machine parts, you'll be able to obtain unique items that you can use to barter with the Mystery Box merchant for some of his specialty items.

Special Items

Item Name	Cost
Dirty Basket - Large	Metal Shards x35, Watcher Heart x1
Dirty Basket - Medium	Metal Shards x25, Scrapper Heart x1
Dirty Basket - Small	Metal Shards x15, Shell-Walker Heart x1
Dirty Resin Chunk - Large	Metal Shards x25, Longleg Lens x1
Dirty Resin Chunk - Medium	Metal Shards x30, Snapmaw Lens x1
Dirty Resin Chunk - Small	Metal Shards x50, Luminous Braiding x1
Dirty Rusted Bolt - Large	Metal Shards x50, Chillwater x10
Dirty Rusted Bolt - Medium	Metal Shards x40, Luminous Braiding x1
Dirty Rusted Bolt - Small	Metal Shards x30, Crystal Braiding x1



ITEMS OF THE WORLD

There are items in the game that you can get from a myriad of sources, and others that are significantly more difficult to track down, and even then, the potential uses for the item are not always immediately apparent. In this section we aim to provide you with a list of items sorted into easy-to-use categories that will let you quickly see whether or not you need to hold onto something for a later quest, or if it's safe to sell for some extra shards. We've also included the unique Quest Items that you'll acquire and use almost immediately as you progress through Quests. These items always go directly into the Special Items section of your inventory when you pick them up, but because they're used so soon, it's easy to forget that you can look at them.

RESOURCES

Blaze — 4
This common resource is a primary crafting ingredient for Fire ammunition types, and valuable to merchants.

SOURCES Tier 1/2/3/4 Merchants, Trader - Karst, Strider, Grazer, Broadhead, Sawtooth, Charger, Fire Bellowback, Snapmaw, Rockbreaker, Stormbird, Thunderjaw **USED FOR** Crafting Ammunition, Crafting Items,Trading with Merchants, Selling For Metal Shards

Chillwater — 4
This common resource is a primary crafting ingredient for Freeze ammunition types, and valuable to merchants.

SOURCES Tier 2/3/4 Merchants, Lancehorn, Glinthawk, Sawtooth, Ravager, Freeze Bellowback, Snapmaw, Behemoth, Stormbird, Thunderjaw **USED FOR** Crafting Ammunition, Crafting Items,Trading with Merchants, Selling For Metal Shards

Echo Shell — 15
This common resource is a primary crafting ingredient for Tear ammunition types, and is valuable to merchants.

SOURCES Tier 3/4 Merchants, Longleg, Stormbird, Thunderjaw, Rockbreaker, Behemoth, Stalker **USED FOR** Crafting Ammunition, Crafting Items,Trading with Merchants, Selling For Metal Shards

Fast Travel Pack — 2
This item provides Fast Travel to a single discovered Campfire or Settlement throughout the world.

SOURCES Human Enemies, Tier 2/3/4 Merchants, Crafting **USED FOR** Fast Travel, Selling For Metal Shards

Golden Fast Travel Pack — 20
This item provides unlimited Fast Travel to discovered Campfires and Settlements throughout the world.

SOURCES Tier 3/4 Merchants **USED FOR** Fast Travel, Selling For Metal Shards

Metal Shards
This common resource is a primary crafting ingredient and essential in transactions with merchants.

SOURCES All Machines, Merchants **USED FOR** Crafting Ammunition, Crafting Items,Trading with Merchants

Metal Vessel — 4
This common resource is a primary crafting ingredient and valuable to merchants.

SOURCES Tier 1/2/3/4 Merchants, Trader - Karst, Scrapper, Lancehorn, Broadhead, Trampler, Shell-Walker, Stalker, Deathbringer **USED FOR** Crafting Ammunition, Crafting Items,Trading with Merchants, Selling For Metal Shards

Metalburn — 15
This common resource is a primary crafting ingredient for Corruption ammunition types, and is valuable to merchants.

SOURCES Tier 4 Merchants, Corrupted Machines, Corruptor, Deathbringer **USED FOR** Crafting Ammunition, Crafting Items,Trading with Merchants, Selling For Metal Shards

Processed Metal Block — 8
Harvested only from Scrappers which have scavenged machine corpses, this uncommon machine part is valuable to merchants.

SOURCES Scrappers & Glinthawks that have fed from debris piles or machine corpses **USED FOR** Trading with Merchants, Selling For Metal Shards

Rusted Scrap — 2
This old resource is near-worthless.

SOURCES Cauldrons **USED FOR** Selling For Metal Shards

Sparker — 1
This common resource is a primary crafting ingredient for Shock ammunition types, and valuable to merchants.

SOURCES All Machines, Tier 1/2/3/4 Merchants, Trader - Karst **USED FOR** Crafting Ammunition, Crafting Items,Trading with Merchants, Selling For Metal Shards

Wire — 1
This common resource is a primary crafting ingredient and valuable to merchants.

SOURCES All Machines, Tier 1/2/3/4 Merchants, Trader - Karst **USED FOR** Crafting Ammunition, Crafting Items,Trading with Merchants, Selling For Metal Shards

MACHINE PARTS

Behemoth Heart — 140
Harvested only from the Behemoth, this rare machine part is valuable to merchants.

SOURCES Behemoth **USED FOR** Trading with Merchants, Selling For Metal Shards

Behemoth Lens 70
Harvested only from the Behemoth, this uncommon machine part is valuable to merchants.

SOURCES Behemoth **USED FOR** Trading with Merchants, Selling For Metal Shards

Bellowback Heart 76
Harvested only from the Bellowback, this rare machine part is valuable to merchants.

SOURCES Fire Bellowback, Freeze Bellowback, Machine Resources Merchant **USED FOR** Trading for the Nora Silent Hunter Heavy Outfit (x1), Selling for Metal Shards

Bellowback Lens 38
Harvested only from the Bellowback, this uncommon machine part is valuable to merchants.

SOURCES Fire Bellowback, Freeze Bellowback, Machine Resources Merchant **USED FOR** Trading with Merchants, Selling For Metal Shards

Broadhead Heart 36
Harvested only from the Broadhead, this rare machine part is valuable to merchants.

SOURCES Broadhead, Machine Resources Merchant **USED FOR** Trading with Merchants, Selling For Metal Shards

Broadhead Lens 18
Harvested only from the Broadhead, this uncommon machine part is valuable to merchants.

SOURCES Broadhead, Machine Resources Merchant **USED FOR** Trading for the Nora Survivor Medium Outfit (x1), Selling for Metal Shards

Charger Heart 44
Harvested only from the Charger, this rare machine part is valuable to merchants.

SOURCES Charger, Machine Resources Merchant **USED FOR** Trading for the Carja Blazon Heavy Outfit (x1), Selling for Metal Shards

Charger Lens 22
Harvested only from the Charger, this uncommon machine part is valuable to merchants.

SOURCES Charger, Machine Resources Merchant **USED FOR** Trading with Merchants, Selling For Metal Shards

Corruptor Heart 75
Harvested only from the Corruptor, this rare machine part is valuable to merchants.

SOURCES Corruptor **USED FOR** Trading with Merchants, Selling For Metal Shards

Corruptor Lens 38
Harvested only from the Corruptor, this uncommon machine part is valuable to merchants.

SOURCES Corruptor **USED FOR** Trading with Merchants, Selling For Metal Shards

Crystal Braiding 50
Harvested only from large-sized Machines, this rare machine part is valuable to merchants.

SOURCES Rockbreaker, Behemoth, Stormbird, Thunderjaw, Deathbringer, Machine Scavenger Box, Sculptor Box **USED FOR** Trading for the Shadow Sling (x1) and Oseram Arrowbreaker Heavy Outfit (x1); Selling for Metal Shards

Deathbringer Heart 136
Harvested only from the Deathbringer, this rare machine part is valuable to merchants.

SOURCES Deathbringer **USED FOR** Trading with Merchants, Selling For Metal Shards

Deathbringer Lens 68
Harvested only from the Deathbringer, this uncommon machine part is valuable to merchants.

SOURCES Deathbringer **USED FOR** Trading with Merchants, Selling For Metal Shards

Glinthawk Heart 80
Harvested only from the Glinthawk, this rare machine part is valuable to merchants.

SOURCES Glinthawk, Machine Resources Merchant **USED FOR** Trading with Merchants, Selling For Metal Shards

Glinthawk Lens 40
Harvested only from the Glinthawk, this uncommon machine part is valuable to merchants.

SOURCES Glinthawk, Machine Resources Merchant **USED FOR** Trading for the Carja Blazon Medium Outfit (x1), Selling for Metal Shards

Grazer Heart 25
Harvested only from the Grazer, this rare machine part is valuable to merchants.

SOURCES Grazer, Machine Resources Merchant **USED FOR** Trading for the Banuk Sickness Eater Heavy Outfit (x1), Selling for Metal Shards

Grazer Lens 12
Harvested only from the Grazer, this uncommon machine part is valuable to merchants.

SOURCES Grazer, Machine Resources Merchant **USED FOR** Trading for the Nora Protector Medium Outfit (x1), Selling for Metal Shards

Lancehorn Heart 40
Harvested only from the Lancehorn, this rare machine part is valuable to merchants.

SOURCES Lancehorn, Machine Resources Merchant **USED FOR** Trading for the Shadow Blast Sling (x1), Selling for Metal Shards

Lancehorn Lens 20
Harvested only from the Lancehorn, this uncommon machine part is valuable to merchants.

SOURCES Lancehorn, Machine Resources Merchant **USED FOR** Errand: 'Shortage of Supplies,' Trading for the Oseram Sparkworker Medium Outfit (x1), Selling for Metal Shards

LongLeg Heart 64
Harvested only from the Longleg, this rare machine part is valuable to merchants.

SOURCES LongLeg, Machine Resources Merchant **USED FOR** Trading for the Carja Silks Heavy Outfit (x1), Selling for Metal Shards

LongLeg Lens 32
Harvested only from the Longleg, this uncommon machine part is valuable to merchants.

SOURCES LongLeg, Machine Resources Merchant **USED FOR** Errand: 'Demand and Supply,' Selling for Metal Shards

Luminous Braiding 30
Harvested only from mid-sized Machines, this rare machine part is valuable to merchants.

SOURCES Sawtooth, Longleg, Shell-Walker, Fire Bellowback, Freeze Bellowback, Trampler, Ravager, Snapmaw, Stalker, Corruptor, Machine Scavenger Box, Sculptor Box **USED FOR** Trading for the Carja Blast Sling (x1) and Oseram Sparkworker Heavy Outfit (x2); Selling for Metal Shards

Machine Core - Large 100
This rare machine part is of enormous value to merchants.

SOURCES Rockbreaker, Behemoth, Stormbird, Thunderjaw, Deathbringer, Machine Scavenger Box, Extraordinary Reward Box, Hunter Small Game Box, Hunter Big Game Box, Scrap Collector Box **USED FOR** Selling For Metal Shards

Machine Core - Medium 50
This rare machine part is greatly valued by merchants.

SOURCES Sawtooth, Longleg, Shell-Walker, Fire Bellowback, Freeze Bellowback, Trampler, Ravager, Snapmaw, Stalker, Corruptor, Machine Scavenger Box, Extraordinary Reward Box, Hunter Small Game Box, Hunter Big Game Box, Scrap Collector Box **USED FOR** Selling For Metal Shards

Machine Core - Small 20
This rare machine part is of high value to merchants.

SOURCES Watcher, Strider, Scrapper, Grazer, Lancehorn, Broadhead, Glinthawk, Charger, Machine Scavenger Box, Extraordinary Reward Box, Hunter Small Game Box, Hunter Big Game Box, Scrap Collector Box **USED FOR** Selling For Metal Shards

Ravager Heart 84
Harvested only from the Ravager, this rare machine part is valuable to merchants.

SOURCES Ravager, Machine Resources Merchant **USED FOR** Trading with Merchants, Selling For Metal Shards

Ravager Lens 42
Harvested only from the Ravager, this uncommon machine part is valuable to merchants.

SOURCES Ravager, Machine Resources Merchant **USED FOR** Trading for the Oseram Arrowbreaker Medium Outfit (x1), Selling for Metal Shards

Rockbreaker Heart 150
Harvested only from the Rockbreaker, this rare machine part is valuable to merchants.

SOURCES Rockbreaker **USED FOR** Trading with Merchants, Selling For Metal Shards

Rockbreaker Lens 75
Harvested only from the Rockbreaker, this uncommon machine part is valuable to merchants.

SOURCES Rockbreaker **USED FOR** Trading with Merchants, Selling For Metal Shards

Sawtooth Heart 62
Harvested only from the Sawtooth, this rare machine part is valuable to merchants.

SOURCES Sawtooth, Machine Resources Merchant **USED FOR** Trading for the Shadow Sharpshot Bow (x1), Selling for Metal Shards

Sawtooth Lens 31
Harvested only from the Sawtooth, this uncommon machine part is valuable to merchants.

SOURCES Sawtooth, Machine Resources Merchant **USED FOR** Trading with Merchants, Selling For Metal Shards

Scrapper Heart 25
Harvested only from the Scrapper, this rare machine part is valuable to merchants.

SOURCES Scrapper, Machine Resources Merchant **USED FOR** Trading for the Shadow Tripcaster (x1), Selling for Metal Shards

Scrapper Lens 12
Harvested only from the Scrapper, this uncommon machine part is valuable to merchants.

SOURCES Scrapper, Machine Resources Merchant **USED FOR** Trading for the Banuk Sickness Eater Medium Outfit (x1), Selling for Metal Shards

Shell-Walker Heart 34
Harvested only from the Shell-Walker, this rare machine part is valuable to merchants.

SOURCES Shell-Walker, Machine Resources Merchant **USED FOR** Trading for the Nora Protector Heavy Outfit (x1), Selling for Metal Shards

Shell-Walker Lens 17
Harvested only from the Shell-Walker, this uncommon machine part is valuable to merchants.

SOURCES Shell-Walker, Machine Resources Merchant **USED FOR** Trading for the Banuk Ice Hunter Medium Outfit (x1), Selling for Metal Shards

Snapmaw Heart 66
A valuable machine component, promised to a group of hunters so they will leave the vicinity of Lone Light.

SOURCES Snapmaw, Machine Resources Merchant **USED FOR** Trading for the Shadow Ropecaster (x1), Selling for Metal Shards

Snapmaw Lens 33
Harvested only from the Snapmaw, this uncommon machine part is valuable to merchants.

SOURCES Snapmaw, Machine Resources Merchant **USED FOR** Side Quest: 'Hunter's Blind,' Errand: 'Demand and Supply,' Trading for the Carja Silks Medium Outfit (x1), Selling for Metal Shards

Stalker Heart 54
Harvested only from the Stalker, this rare machine part is valuable to merchants.

SOURCES Stalker, Machine Resources Merchant **USED FOR** Trading for the Shadow Stalwart Heavy Outfit (x1), Selling for Metal Shards

Stalker Lens 27
Harvested only from the Stalker, this uncommon machine part is valuable to merchants.

SOURCES Stalker, Machine Resources Merchant **USED FOR** Trading with Merchants, Selling For Metal Shards

Stormbird Heart 164
Harvested only from the Stormbird, this rare machine part is valuable to merchants.

SOURCES Stormbird **USED FOR** Trading with Merchants, Selling For Metal Shards

Stormbird Lens 82
Harvested only from the Stormbird, this uncommon machine part is valuable to merchants.

SOURCES Stormbird **USED FOR** Trading with Merchants, Selling For Metal Shards

Strider Heart 20
Harvested only from the Strider, this rare machine part is valuable to merchants.

SOURCES Strider, Machine Resources Merchant **USED FOR** Trading for the Banuk Ice Hunter Heavy Outfit (x1), Selling for Metal Shards

Strider Lens 10
Harvested only from the Strider, this uncommon machine part is valuable to merchants.

SOURCES Strider, Machine Resources Merchant **USED FOR** Trading with Merchants, Selling For Metal Shards

Thunderjaw Heart 200
Harvested only from the Thunderjaw, this rare machine part is valuable to merchants.

SOURCES Thunderjaw **USED FOR** Errand: 'Healer's Oath,' Selling for Metal Shards

Thunderjaw Lens 100
Harvested only from the Thunderjaw, this uncommon machine part is valuable to merchants.

SOURCES Thunderjaw **USED FOR** Trading with Merchants, Selling For Metal Shards

Trampler Heart 78
Harvested only from the Trampler, this rare machine part is valuable to merchants.

SOURCES Trampler, Machine Resources Merchant **USED FOR** Trading for the Shadow War Bow (x1), Selling for Metal Shards

Trampler Lens 39
Harvested only from the Trampler, this uncommon machine part is valuable to merchants.

SOURCES Trampler, Machine Resources Merchant **USED FOR** Trading for the Shadow Stalwart Medium Outfit (x1), Selling for Metal Shards

Watcher Heart 20
Harvested only from the Watcher, this rare machine part is valuable to merchants.

SOURCES Watcher, Machine Resources Merchant **USED FOR** Trading for the Shadow Hunter Bow (x1), Selling for Metal Shards

Watcher Lens 10
Harvested only from the Watcher, this uncommon machine part is valuable to merchants.

SOURCES Watcher, Machine Resources Merchant **USED FOR** Trading for the Nora Silent Hunter Medium Outfit (x2), Selling For Metal Shards

PLANTS & WILDLIFE

Animal Talisman Skull 20
This rare animal part offers tremendous value when sold to merchants.

SOURCES Wildlife **USED FOR** Selling For Metal Shards

Animal Talisman Tail 40
This rare animal part offers enormous value when sold to merchants.

SOURCES Wildlife **USED FOR** Selling For Metal Shards

Animal Talisman Tooth 15
This rare animal part offers great value when sold to merchants.

SOURCES Wildlife **USED FOR** Selling For Metal Shards

Boar Bone 10
Carved only from the Boar, this uncommon animal part is useful in crafting and is valuable to merchants.

SOURCES Boar **USED FOR** Crafting Resources Satchel Lv3 (x2) and Hunter Bow Quiver Lv2 (x1); Selling For Metal Shards

Boar Skin 25
Carved only from the Boar, this rare animal part is useful in crafting and is valuable to merchants.

SOURCES Boar **USED FOR** Crafting Resources Satchel Lv4 (x1), Hunter Bow Quiver Lv3 (x1) and Tripcaster Ammo Pouch Lv4 (x1); Trading for the Shadow Rattler (x1), Selling For Metal Shards

Bony Meat 1
This common Animal resource is a primary crafting ingredient and valuable to merchants.

SOURCES Wildlife **USED FOR** Crafting Health Boost Potion (x5), Full Health Potion (x5), Traps Pouch Lv2 (x5), War Bow Quiver Lv2 (x5) and Ropecaster Ammo Pouch Lv2 (x5); Trading for the Carja Rattler (x5), Selling For Metal Shards

Corruption Glaze Root 2
This natural resource can be used to craft resistance potions.

SOURCES Nature **USED FOR** Crafting Items, Selling For Metal Shards

Fatty Meat 2
This common Animal resource is a primary crafting ingredient and valuable to merchants.

SOURCES Wildlife **USED FOR** Crafting Health Boost Potion (x3), Full Health Potion (x5), Weapons Satchel Lv2 (x5), Outfits Satchel Lv2 (x5), Hunter Bow Quiver Lv2 (x5), Sling Ammo Pouch Lv2 (x5), Blast Sling Ammo Pouch Lv2 (x5) and Rattler Ammo Pouch Lv2 (x5); Trading for the Golden Fast Travel Pack (x10), Banuk Sickness Eater Light Outfit (x2) and Map - Banuk Figures (x1); Selling For Metal Shards

Fire Kiln Root 1
This natural resource can be used to craft resistance potions.

SOURCES Nature **USED FOR** Crafting Items, Selling For Metal Shards

Fish Bone 11
Carved only from Fish, this uncommon animal part is useful in crafting and is valuable to merchants.

SOURCES Fish **USED FOR** Crafting Outfits Satchel Lv3 (x2), Potions Pouch Lv2 (x1), Sling Ammo Pouch Lv2 (x1), Ropecaster Ammo Pouch Lv3 (x1) and Rattler Ammo Pouch Lv3 (x1); Selling For Metal Shards

Fish Skin 26
Carved only from Fish, this rare animal part is useful in crafting and is valuable to merchants.

SOURCES Fish **USED FOR** Crafting Outfits Satchel Lv4 (x1), War Bow Quiver Lv4 (x1), Sling Ammo Pouch Lv3 (x1), Rattler Ammo Pouch Lv4 (x1) and Tearblaster Ammo Pouch Lv3 (x1); Selling For Metal Shards

Fox Bone 11
Carved only from the Fox, this uncommon animal part is useful in crafting and is valuable to merchants.

SOURCES Fox **USED FOR** Crafting Modifications Satchel Lv3 (x2), War Bow Quiver Lv3 (x1) and Tripcaster Ammo Pouch Lv2 (x1); Selling For Metal Shards

Fox Skin 26
Carved only from the Fox, this rare animal part is useful in crafting and is valuable to merchants.

SOURCES Fox **USED FOR** Crafting Modifications Satchel Lv4 (x1), Hunter Bow Quiver Lv4 (x1) and Tripcaster Ammo Pouch Lv3 (x1); Trading for the Golden Fast Travel Pack (x1) and Shadow Rattler (x1); Selling For Metal Shards

Freeze Rime Root 1
This natural resource can be used to craft resistance potions.

SOURCES Nature **USED FOR** Crafting Items, Selling For Metal Shards

Goose Bone 15
Carved only from the Goose, this uncommon animal part is useful in crafting and is valuable to merchants.

SOURCES Goose **USED FOR** Selling for Metal Shards

Goose Skin 30
Carved only from the Goose, this rare animal part is useful in crafting and is valuable to merchants.

SOURCES Goose **USED FOR** Crafting Tearblaster Ammo Pouch Lv4 (x1), Selling for Metal Shards

Rabbit Bone 9
Carved only from the Rabbit, this uncommon animal part is useful in crafting and is valuable to merchants.

SOURCES Rabbit **USED FOR** Crafting Weapons Satchel Lv3 (x2), Hunter Bow Quiver Lv3 (x1) and Blast Sling Ammo Pouch Lv2 (x1); Selling for Metal Shards

Rabbit Skin 24
Carved only from the Rabbit, this rare animal part is useful in crafting and is valuable to merchants.

SOURCES Rabbit **USED FOR** Crafting Weapons Satchel Lv4 (x1), Sharpshot Bow Quiver Lv4 (x1) and Blast Sling Ammo Pouch Lv3 (x1); Trading for the Shadow Rattler (x1); Selling for Metal Shards

Raccoon Bone 12
Carved only from the Raccoon, this uncommon animal part is useful in crafting and is valuable to merchants.

SOURCES Raccoon **USED FOR** Crafting Sharpshot Bow Quiver Lv2 (x1) and Tearblaster Ammo Pouch Lv3 (x1); Selling for Metal Shards

Raccoon Skin 27
Carved only from the Raccoon, this rare animal part is useful in crafting and is valuable to merchants.

SOURCES Raccoon **USED FOR** Crafting Potions Pouch Lv3 (x1), Traps Pouch Lv3 (x1), Sharpshot Bow Quiver Lv3 (x1) and Ropecaster Ammo Pouch Lv4 (x1); Selling for Metal Shards

Rat Bone 8
Carved only from the Rat, this uncommon animal part is useful in crafting and is valuable to merchants.

SOURCES Rat **USED FOR** Crafting Sling Ammo Pouch Lv3 (x1), Blast Sling Ammo Pouch Lv3 (x1) and Rattler Ammo Pouch Lv2 (x1); Selling for Metal Shards

Rat Skin 20
Carved only from the Rat, this rare animal part is useful in crafting and is valuable to merchants.

SOURCES Rat **USED FOR** Crafting Blast Sling Ammo Pouch Lv4 (x1) and Rattler Ammo Pouch Lv3 (x1); Selling for Metal Shards

Rich Meat 3
This common Animal resource is a primary crafting ingredient and valuable to merchants.

SOURCES Wildlife **USED FOR** Crafting Items,Trading with Merchants, Selling For Metal Shards

Ridge-Wood
Most abundant near water, this natural resource is a common crafting ingredient for arrows.

SOURCES Merchants, Nature **USED FOR** Crafting Ammunition, Crafting Items, Trading with Merchants

Shock Wax Root 1
This natural resource can be used to craft resistance potions.

SOURCES Nature **USED FOR** Crafting Items, Selling For Metal Shards

Tiny Meat 1
This common animal resource is a primary crafting ingredient, and is valuable to merchants.

SOURCES Rat **USED FOR** Crafting Items,Trading with Merchants, Selling For Metal Shards

Turkey Bone 11
Carved only from the Turkey, this uncommon animal part is useful in crafting and is valuable to merchants.

SOURCES Turkey **USED FOR** Crafting Sharpshot Bow Quiver Lv3 (x1), War Bow Quiver Lv2 (x1), Tripcaster Ammo Pouch Lv3 (x1) and Ropecaster Ammo Pouch Lv2 (x1); Selling for Metal Shards

Turkey Skin 26
Carved only from the Turkey, this rare animal part is useful in crafting and is valuable to merchants.

SOURCES Turkey **USED FOR** Crafting Traps Pouch Lv3 (x1), War Bow Quiver Lv3 (x1), Sling Ammo Pouch Lv4 (x1) and Ropecaster Ammo Pouch Lv3 (x1); Selling for Metal Shards

MODIFICATIONS

Coil (Rare) 20

SOURCES Sawtooth, Longleg, Shell-Walker, Fire Bellowback, Freeze Bellowback, Trampler, Ravager, Snapmaw, Stalker, Corruptor, Machine Scavenger Box, Modification Box **USED FOR** Weapon Modification

Coil (Uncommon) 10

SOURCES Watcher, Strider, Scrapper, Grazer, Lancehorn, Broadhead, Glinthawk, Charger, Machine Scavenger Box, Modification Box **USED FOR** Weapon Modification

Coil (Very Rare) 50

SOURCES Rockbreaker, Behemoth, Stormbird, Thunderjaw, Deathbringer, Machine Scavenger Box, Kudiv's Reward Boxes, Modification Box, Special Modification Box **USED FOR** Weapon Modification

Weave (Rare) 25

SOURCES Sawtooth, Longleg, Shell-Walker, Fire Bellowback, Freeze Bellowback, Trampler, Ravager, Snapmaw, Stalker, Corruptor, Machine Scavenger Box, Modification Box **USED FOR** Outfit Modification

Weave (Uncommon) 12

SOURCES Watcher, Strider, Scrapper, Grazer, Lancehorn, Broadhead, Glinthawk, Charger, Machine Scavenger Box, Modification Box **USED FOR** Outfit Modification

Weave (Very Rare) 50

SOURCES Rockbreaker, Behemoth, Stormbird, Thunderjaw, Deathbringer, Machine Scavenger Box, Modification Box, Special Modification Box **USED FOR** Outfit Modification

ANCIENT WORLD ITEMS

Ancient Black Bracelet 25
This common item of the ancients offers good value when sold to merchants.

SOURCES Ancient Debris **USED FOR** Selling For Metal Shards

Ancient Bright Bracelet 20
This common item of the ancients offers good value when sold to merchants.

SOURCES Ancient Debris **USED FOR** Selling For Metal Shards

Ancient Chimes 15
This common item of the ancients offers good value when sold to merchants.

SOURCES Ancient Debris **USED FOR** Selling For Metal Shards

Ancient Metal Eye 50
This uncommon item of the ancients offers good value when sold to merchants.

SOURCES Ancient Debris **USED FOR** Selling For Metal Shards

Ancient Necklace 70
This uncommon item of the ancients offers good value when sold to merchants.

SOURCES Ancient Debris **USED FOR** Selling For Metal Shards

Ancient Ring 10
This common item of the ancients offers good value when sold to merchants.

SOURCES Ancient Debris **USED FOR** Selling For Metal Shards

Ancient Sculpture 150
This rare item of the ancients offers good value when sold to merchants.

SOURCES Ancient Debris **USED FOR** Selling For Metal Shards

Ancient Toothpick 10
This common item of the ancients offers good value when sold to merchants.

SOURCES Ancient Debris **USED FOR** Selling For Metal Shards

Ancient Wreath 10
This common item of the ancients offers good value when sold to merchants. Markings show: RedRock Handbag Company

SOURCES Ancient Debris **USED FOR** Selling For Metal Shards

Desert Glass 10
This uncommon crystal is valuable to merchants.

SOURCES Human Enemies **USED FOR** Trading with Merchants, Selling For Metal Shards

Dirty Basket - Large
This item holds no value except to the most eclectic of merchants. A container made from ancient material.

SOURCES Specialty Merchant - Eclectic Collectibles **USED FOR** Trading with Merchants

Dirty Basket - Medium
This item holds no value except to the most eclectic of merchants. A container made from ancient material.

SOURCES Specialty Merchant - Eclectic Collectibles **USED FOR** Trading with Merchants

Dirty Basket - Small
This item holds no value except to the most eclectic of merchants. A container made from ancient material.

SOURCES Specialty Merchant - Eclectic Collectibles **USED FOR** Trading with Merchants

Dirty Resin Chunk - Large
This item holds no value except to the most eclectic of merchants. A dried ancient substance.

SOURCES Specialty Merchant - Eclectic Collectibles **USED FOR** Trading with Merchants

Dirty Resin Chunk - Medium
This item holds no value except to the most eclectic of merchants. A dried ancient substance.

SOURCES Specialty Merchant - Eclectic Collectibles **USED FOR** Trading with Merchants

Dirty Resin Chunk - Small
This item holds no value except to the most eclectic of merchants. A dried ancient substance.

SOURCES Specialty Merchant - Eclectic Collectibles **USED FOR** Trading with Merchants

Dirty Rusted Bolt - Large
This item holds no value except to the most eclectic of merchants. Ancient scrap.

SOURCES Specialty Merchant - Eclectic Collectibles **USED FOR** Trading with Merchants

Dirty Rusted Bolt - Medium
This item holds no value except to the most eclectic of merchants. Ancient scrap.

SOURCES Specialty Merchant - Eclectic Collectibles **USED FOR** Trading with Merchants

Dirty Rusted Bolt - Small
This item holds no value except to the most eclectic of merchants. Ancient scrap.

SOURCES Specialty Merchant - Eclectic Collectibles **USED FOR** Trading with Merchants

Irregular Ancient Charm 70
This rare item of the Old World is valuable to merchants.

SOURCES Human Enemies **USED FOR** Selling For Metal Shards

Notched Ancient Charm 100
This rare item of the Old World is valuable to merchants.

SOURCES Human Enemies **USED FOR** Selling For Metal Shards

Polished Ancient Charm 45
This rare item of the Old World is valuable to merchants.

SOURCES Human Enemies **USED FOR** Selling For Metal Shards

Reflective Ancient Charm 40
This rare item of the Old World is valuable to merchants.

SOURCES Human Enemies **USED FOR** Selling For Metal Shards

Slagshine Glass 25
This rare crystal is valuable to merchants.

SOURCES Human Enemies **USED FOR** Trading with Merchants, Selling For Metal Shards

Smooth Ancient Charm 55
This rare item of the Old World is valuable to merchants.

SOURCES Human Enemies **USED FOR** Selling For Metal Shards

Stranded Figure
This mysterious item is valuable to only the most curious merchants. A battered idol of an infant, smelling faintly of decay

SOURCES ELEUTHIA-9 **USED FOR** Trading with Merchants

Stranded Necklace
This mysterious item is valuable only to the most curious merchants. Six tarnished metal ingots threaded with a plain wire.

SOURCES The Grave-Hoard **USED FOR** Trading with Merchants

Stranded Shackles
This mysterious item is valuable to only the most curious merchants. Shackles made from an unknown, smooth material.

SOURCES Zero Dawn Project Facility **USED FOR** Trading with Merchants

Warm Socks 100
This rare item of the ancients offers good value when sold to merchants

SOURCES Mysterious Box **USED FOR** Selling for Metal Shards

UNIQUE QUEST ITEMS



Ammunition
A crate of ammunition intended for Marzavid's caravan.
QUEST Underequipped (P.383)



Arana's Spear
A beautifully made spear, crafted by Arana's mother.
QUEST In Her Mother's Footsteps (P.366)



Behemoth Cables
Strong, heat-resistant cabling from a Behemoth. Of use to the Oseram of the Free Heap.
QUEST Hammer and Steel (P.439)



Carja Bow
A finely filigreed Carja soldier's bow, worse for wear.
QUEST In Foreign Lands (P.430)



Corruptor Blood
A flask containing fluid from a Corruptor. Oozing, malodorous.
QUEST Acquired Taste (P.388)



Dreamwillow
Willow bark oil. When ingested, causes drowsiness and reduces pain.
QUEST Insult to Injury (P.378)



Eclipse Focus
A standard Focus device, modified for use by the enemy.
QUEST Maker's End (P.321)



Emitter
A circuit breaker. It is currently switched off.
QUEST Deep Secrets of the Earth (P.339)



Farmstead Key
A heavy iron key found on one of the Eclipse guards.
QUEST Collateral (P.434)



Grata's Prayer Beads
Polished wood beads, worn from heavy use, attached to a leather strap.
QUEST Odd Grata (P.422)



Keys
Crude iron keys made for simple locks.
QUEST A Daughter's Vengeance (P.380)



Keys
Copper key. Atral's last request was to give this to Elida.
QUEST Sun and Shadow (P.412)



Lost Ring
Taim's lucky ring, a sculpted machine part dressed in animal fur. Wet.
QUEST Luck of the Hunt (P.426)



Master Override
The Override, originally designed to purge GAIA and her subordinate functions, has the power to purge HADES – if you can find a way to use it.
QUEST The Mountain that Fell (P.349)



Power Cell
A power source for Petras cannon.
QUEST Heap of Trouble (P.385)



Power Cell
A battery designed for a mid-21st-century military Holo Lock.
QUEST Ancient Armory (P.372)



Proving Trophy
A pristine eye unit from a Grazer.
QUEST The Proving (P.286)



Ravager Trophy
Proof that a Ravager was downed for the Hunters Lodge.
QUEST Hunting for the Lodge (P.423)



Sawtooth Blood
A flask containing fluid from a Sawtooth. Clear, acidic.
QUEST Acquired Taste (P.388)



Sawtooth Trophy
Proof that a Sawtooth was downed for the Hunters Lodge.
QUEST Hunting for the Lodge (P.423)



Scrappersap Bottle
Contents: alcohol, dangerously high proof.
QUEST To Old Acquaintance (P.428)



Songcores
A crate of valuable machine parts stolen from Marzavid's caravan.
QUEST Underequipped (P.383)



Stalker Blood
A flask containing fluid from a Stalker. Bubbly, sour-smelling.
QUEST Acquired Taste (P.388)



Stalker Trophy
Proof that a Stalker was downed for the Hunters Lodge.
QUEST Hunting for the Lodge (P.423)



Stormbird Blood
A flask containing fluid from a Stormbird. Pale, sparkly.
QUEST Acquired Taste (P.388)



Stormbird Trophy
Proof that a Stormbird was downed for the Hunters Lodge.
QUEST Deadliest Game (P.433)



Thunderjaw Blood
A flask containing fluid from a Thunderjaw. Thick, viscous.
QUEST Acquired Taste (P.388)



Thunderjaw Trophy
Proof that a Thunderjaw was downed for the Hunters Lodge.
QUEST Deadliest Game (P.433)



Weapon Part
Component of a cannon designed by Petra to defend the settlement of Free Heap.
QUEST Heap of Trouble (P.385)



Workshop Key
A well-crafted iron key, made for a quality lock.
QUEST Fatal Inheritance (P.402)

Treasure Boxes

Like the potential loot you can get upon killing enemies in the game, many Treasure Boxes contain multiple groups of items in different quantities, and only when you open them do you find out the exact combination of items they contain. The number and combination of items also vary depending on the box you're opening. To make things as straightforward as possible, we've listed each box with all of its possible loot pools, and the chance you have to get each individual item.



Free Sample Box

SOURCE Trader Karst, Teb, Tier 1-4 Merchants **COST** Free

Drop Chance	Amount	Item
1X GUARANTEED LOOT CHANCE		
Medium	1	Health Boost Potion
Medium	1	Health Potion
Medium	1	Full Health Potion
Medium	1	Resist Freeze Potion
Medium	1	Resist Shock Potion
Medium	1	Resist Fire Potion
Medium	1	Resist Fire Potion
High	1	Shock Trap
High	1	Detonating Blast Trap
Equal	2	Metal Vessel
Equal	2	Blaze
Equal	2	Chillwater
GUARANTEED LOOT		
Guaranteed	1	Fast Travel Pack

Shard Gambler's Box

SOURCE Tier 2-4 Merchants, Special Merchants: Mystery Boxes
COST Metal Shards x10

Drop Chance	Amount	Item
1X GUARANTEED LOOT CHANCE		
Very Low	1	Rock
High	1	Metal Shards
High	2	Metal Shards
High	3	Metal Shards
High	4	Metal Shards
High	5	Metal Shards
High	6	Metal Shards
High	7	Metal Shards
High	8	Metal Shards
High	9	Metal Shards
High	10	Metal Shards
Medium	15	Metal Shards
Low	20	Metal Shards
Very Low	75	Metal Shards
Extremely Low	250	Metal Shards

Loot Groups Explained

- **Guaranteed Loot:** Upon opening the box, you are guaranteed to get all of these items.
- **Guaranteed Loot Chance:** Upon opening the box, you have a guaranteed chance at the items within that group. The number in front indicates how many items within the group you will get, but it is possible to get two batches of the same item.
- **Special Condition Guaranteed Loot Chance:** This is unique to the Machine Scavenger Box because the contents of that box are determined by the machine from which you obtained it. from. The box will never contain an item that you couldn't have normally obtained from the machine it came from, so even though many items are listed here, not all are available from every box.
- **Possible Loot Chance:** This means you have the chance of getting either nothing, or a certain number of items from the specified group (shown by the number in the "Amount" column).

Modification Box

SOURCE Tier 2-4 Merchants, Special Merchants: Mystery Boxes
COST Metal Shards x100

Drop Chance	Amount	Item
1X GUARANTEED LOOT CHANCE		
High	1	Coil - Uncommon
Low	1	Coil - Rare
Extremely Low	1	Coil - Very Rare
High	1	Weave - Uncommon
Low	1	Weave - Rare
Extremely Low	1	Weave - Very Rare



Special Modification Box

SOURCE Tier 2-4 Merchants, Special Merchants: Mystery Boxes
COST Metal Shards x1350

Drop Chance	Amount	Item
1X GUARANTEED LOOT CHANCE		
High	1	Coil - Very Rare
Low	1	Weave - Very Rare



Scavenger Light Box

SOURCE Special Merchants: Mystery Boxes **COST** Processed Metal Block x1

Drop Chance	Amount	Item
1X GUARANTEED LOOT CHANCE		
High	15 to 75	Metal Shards
Medium	1	Fast Travel Pack
Medium	1	Ridge-Wood Bundle



Scavenger Dark Box

SOURCE Special Merchants: Mystery Boxes
COST Processed Metal Block x1

Drop Chance	Amount	Item
1X GUARANTEED LOOT CHANCE		
Equal	4 to 8	Rich Meat
Equal	4 to 8	Fatty Meat
Equal	4 to 8	Bony Meat
POSSIBLE LOOT CHANCE		
Medium	1	Animal Bone
Low	1	Animal Skin
Very Low	1	Animal Talisman



Outlaw Light Box

SOURCE Special Merchants: Mystery Boxes **COST** Slagshine Glass x1

Drop Chance	Amount	Item
1X GUARANTEED LOOT CHANCE		
Equal	3 to 6	Shock Trap
Equal	3 to 6	Blast Trap
Equal	3 to 6	Detonating Blast Trap



Outlaw Dark Box

SOURCE Special Merchants: Mystery Boxes **COST** Desert Glass x1

Drop Chance	Amount	Item
1X GUARANTEED LOOT CHANCE		
Medium	2	Rock Bundle
Medium	2	Metal Vessel
Low	2	Echo Shell
Low	2	Metalburn
4X POSSIBLE LOOT CHANCE		
Very Low	2	Rock Bundle
Very Low	2	Metal Vessel
Extremely Low	2	Echo Shell
Extremely Low	2	Metalburn



Hunter Tiny Game Box

SOURCE Special Merchants: Mystery Boxes **COST** Tiny Meat x5

Drop Chance	Amount	Item
1X GUARANTEED LOOT CHANCE		
Equal	1	Watcher Lens
Equal	1	Strider Lens
Equal	1	Scrapper Lens
Equal	1	Grazer Lens
Equal	1	Lancehorn Lens
Equal	1	Broadhead Lens
Equal	1	Glinthawk Lens
Equal	1	Charger Lens
Equal	1	Sawtooth Lens
Equal	1	Longleg Lens
Equal	1	Bellowback Lens
Equal	1	Trampler Lens
Equal	1	Ravager Lens
Equal	1	Snapmaw Lens
Equal	1	Stalker Lens



Hunter Small Game Box

SOURCE Special Merchants: Mystery Boxes **COST** Luminous Braiding x1

Drop Chance	Amount	Item
50X GUARANTEED LOOT CHANCE		
Equal	1	Metal Shards
Equal	1	Ridge-Wood
POSSIBLE LOOT CHANCE		
Extremely Low	1	Machine Core - Small
Extremely Low	1	Machine Core - Medium
Extremely Low	1	Machine Core - Large



Hunter Big Game Box

SOURCE Special Merchants: Mystery Boxes **COST** Crystal Braiding x1

Drop Chance	Amount	Item
1X GUARANTEED LOOT CHANCE		
Equal	50 to 100	Metal Shards
POSSIBLE LOOT CHANCE		
Extremely Low	200	Metal Shards
Low	1	Machine Core - Small
Low	1	Machine Core - Medium
Low	1	Machine Core - Large



Charcoal-Burner Box

SOURCE Special Merchants: Mystery Boxes **COST** Dirty Resin Chunk - Small x1, Dirty Resin Chunk - Medium x1, Dirty Resin Chunk - Large x1

Drop Chance	Amount	Item
GUARANTEED LOOT		
Guaranteed	50	Blaze
Guaranteed	50	Metal Vessel
Guaranteed	50	Chillwater

Scrap Collector Box

SOURCE Special Merchants: Mystery Boxes **COST** Dirty Basket - Small x1, Dirty Basket - Medium x1, Dirty Basket - Large x1

Drop Chance	Amount	Item
GUARANTEED LOOT		
Guaranteed	3	Machine Core - Small
Guaranteed	3	Machine Core - Medium
Guaranteed	3	Machine Core - Large

Sculptor Box

SOURCE Special Merchants: Mystery Boxes **COST** Dirty Rusted Bolt - Small x1, Dirty Rusted Bolt - Medium x1, Dirty Rusted Bolt - Large x1

Drop Chance	Amount	Item
GUARANTEED LOOT		
Guaranteed	500	Metal Shards
Guaranteed	2	Luminous Braiding
Guaranteed	2	Crystal Braiding

Mysterious Box

SOURCE Specialty Merchants: Mystery Boxes **COST** Stranded Figure x1, Stranded Shackles x1, Stranded Necklace x1

Drop Chance	Amount	Item
GUARANTEED LOOT		
Guaranteed	1	Special Modification Box
Guaranteed	1	Modification Box
Guaranteed	1	Shard Gambler's Box
Guaranteed	1	Warm Socks

Machine Scavenger Box

SOURCE All Machines (requires Scavenger or Scavenger + Skill) **COST** N/A

Drop Chance	Amount	Item
1X SPECIAL CONDITION GUARANTEED LOOT CHANCE		
High	6 to 18	Metal Shards
High	6 to 18	Wire
High	6 to 18	Sparker
High	6 to 18	Blaze
High	6 to 18	Metal Vessel
High	6 to 18	Chillwater
High	6 to 18	Echo Shell
High	6 to 18	Metalburn
Low	1	Coil - Uncommon
Low	1	Coil - Rare
Low	1	Coil - Very Rare
Low	1	Weave - Uncommon
Low	1	Weave - Rare
Low	1	Weave - Very Rare
Low	1	Luminous Braiding
Low	1	Crystal Braiding
Extremely Low	1	Machine Core - Small
Extremely Low	1	Machine Core - Medium
Extremely Low	1	Machine Core - Large

Kudiv's Reward Box I

SOURCE Special Merchants: Flower Collectibles
COST Metal Flower - Mark I x10

Drop Chance	Amount	Item
GUARANTEED LOOT		
Guaranteed	1000	Metal Shards
Guaranteed	5	Modification Box
Guaranteed	2	Coil - Very Rare

Kudiv's Reward Box II

SOURCE Special Merchants: Flower Collectibles
COST Metal Flower - Mark II x10

Drop Chance	Amount	Item
GUARANTEED LOOT		
Guaranteed	1000	Metal Shards
Guaranteed	5	Modification Box
Guaranteed	2	Coil - Very Rare

Kudiv's Reward Box III

SOURCE Special Merchants: Flower Collectibles
COST Metal Flower - Mark III x10

Drop Chance	Amount	Item
GUARANTEED LOOT		
Guaranteed	1000	Metal Shards
Guaranteed	5	Modification Box
Guaranteed	2	Coil - Very Rare

Palas' Reward Box I

SOURCE Special Merchants: Vessel Collectibles
COST Ancient Vessel - Faro x1, Ancient Vessel - Arches x1, Ancient Vessel - DroneHop x1, Ancient Vessel - Wayfarers x1

Drop Chance	Amount	Item
GUARANTEED LOOT		
Guaranteed	500	Metal Shards
Guaranteed	5	Modification Box

Palas' Reward Box II

SOURCE Special Merchants: Vessel Collectibles
COST Ancient Vessel - Miriam x1, Ancient Vessel - USRC x1, Ancient Vessel - KZ x1, Ancient Vessel - Sterling-Malkeet x1

Drop Chance	Amount	Item
GUARANTEED LOOT		
Guaranteed	500	Metal Shards
Guaranteed	5	Modification Box

Palas' Reward Box III

SOURCE Special Merchants: Vessel Collectibles
COST Ancient Vessel - Odyssey x1, Ancient Vessel - Metallurgic x1, Ancient Vessel - Jomei x1, Ancient Vessel - Thunderheads x1

Drop Chance	Amount	Item
GUARANTEED LOOT		
Guaranteed	500	Metal Shards
Guaranteed	5	Modification Box

Cantarah's Reward Box I

SOURCE Special Merchants: Artifact Collectibles
COST Banuk Artifact: I Name You x1, Banuk Artifact: My Claim x1

Drop Chance	Amount	Item
GUARANTEED LOOT		
Guaranteed	500	Metal Shards
Guaranteed	5	Modification Box

Cantarah's Reward Box II

SOURCE Special Merchants: Artifact Collectibles **COST** Banuk Artifact: Punishment x1, Banuk Artifact: I Cannot Confess x1

Drop Chance	Amount	Item
GUARANTEED LOOT		
Guaranteed	500	Metal Shards
Guaranteed	5	Modification Box

Cantarah's Reward Box III

SOURCE Special Merchants: Artifact Collectibles
COST Banuk Artifact: The Vision x1, Banuk Artifact: Mother x1

Drop Chance	Amount	Item
GUARANTEED LOOT		
Guaranteed	500	Metal Shards
Guaranteed	5	Modification Box

Tearblaster Weapon Box

SOURCE Reward for completing the Side Quest 'Hunters' Blind' (P.407)
COST N/A

Drop Chance	Amount	Item
GUARANTEED LOOT		
Guaranteed	1	Tearblaster
Guaranteed	10	Tearblaster Charge

Lodge War Bow Weapon Box

SOURCE Reward for obtaining a set of Blazing Sun Medals at all Hunting Grounds as part of the Side Quest 'Weapons of the Lodge' (P.394)
COST N/A

Drop Chance	Amount	Item
GUARANTEED LOOT		
Guaranteed	1	Lodge War Bow

Lodge Blast Sling Weapon Box

SOURCE Reward for obtaining a set of Half Sun Medals at all Hunting Grounds as part of the Side Quest 'Weapons of the Lodge' (P.394)
COST N/A

Drop Chance	Amount	Item
GUARANTEED LOOT		
Guaranteed	1	Lodge Blast Sling

Lodge Ropecaster Weapon Box

SOURCE Reward for obtaining a set of Full Sun Medals at all Hunting Grounds as part of the Side Quest 'Weapons of the Lodge' (P.394)
COST N/A

Drop Chance	Amount	Item
GUARANTEED LOOT		
Guaranteed	1	Lodge Ropecaster

Shield-Weaver Outfit Box

SOURCE Reward for completing the Side Quest 'Ancient Armory' (P.372)
COST N/A

Drop Chance	Amount	Item
GUARANTEED LOOT		
Guaranteed	1	Shield-Weaver

Generous Reward Box

SOURCE Reward from various Quests **COST** N/A

Drop Chance	Amount	Item
2X GUARANTEED LOOT CHANCE		
Medium	4 to 12	Metal Shards
Medium	4 to 12	Wire
Medium	4 to 12	Sparker
Medium	3 to 6	Blaze
Medium	3 to 6	Metal Vessel
Medium	3 to 6	Chillwater
Medium	1 to 2	Rich Meat
Medium	1 to 2	Fatty Meat
Medium	1 to 2	Bony Meat
Low	10 to 30	Metal Shards
Low	1	Fast Travel Pack
Low	2	Health Boost Potion
Low	3	Health Potion
Low	1	Full Health Potion
Low	1	Shock Trap
Low	1	Blast Trap
Low	1	Detonating Blast Trap

Remarkable Reward Box

SOURCE Reward from various Quests **COST** N/A

Drop Chance	Amount	Item
2X GUARANTEED LOOT CHANCE		
Equal	6 to 18	Metal Shards
Equal	6 to 18	Wire
Equal	6 to 18	Sparker
Equal	5 to 10	Blaze
Equal	5 to 10	Metal Vessel
Equal	5 to 10	Chillwater
Equal	2 to 6	Echo Shell
Equal	2 to 6	Metalburn
1X GUARANTEED LOOT CHANCE		
Equal	15 to 45	Metal Shards
Equal	2	Shock Trap
Equal	2	Blast Trap
Equal	2	Detonating Blast Trap
Equal	1	Watcher Lens
Equal	1	Strider Lens
Equal	1	Scrapper Lens
Equal	1	Grazer Lens
Equal	1	Lancehorn Lens

Extraordinary Reward Box

SOURCE Reward from various Quests **COST** N/A

Drop Chance	Amount	Item
3X GUARANTEED LOOT CHANCE		
Equal	10 to 30	Metal Shards
Equal	10 to 30	Wire
Equal	10 to 30	Sparker
Equal	8 to 16	Blaze
Equal	8 to 16	Metal Vessel
Equal	8 to 16	Chillwater
Equal	4 to 12	Echo Shell
Equal	4 to 12	Metalburn
2X GUARANTEED LOOT CHANCE		
Equal	6 to 18	Metal Shards
Equal	6 to 18	Wire
Equal	6 to 18	Sparker
Equal	5 to 10	Blaze
Equal	5 to 10	Metal Vessel
Equal	5 to 10	Chillwater
Equal	2 to 6	Echo Shell
Equal	2 to 6	Metalburn
1X GUARANTEED LOOT CHANCE		
Low	20 to 80	Metal Shards
Medium	2	Shock Trap
Medium	2	Blast Trap
Medium	2	Detonating Blast Trap
1X OR 2X GUARANTEED LOOT CHANCE		
Equal	1	Machine Core - Small
Equal	1	Machine Core - Medium
Equal	1	Machine Core - Large
Equal	1	Broadhead Lens
Equal	1	Glinthawk Lens
Equal	1	Charger Lens
Equal	1	Sawtooth Lens
Equal	1	Longleg Lens
Equal	1	Bellowback Lens
Equal	1	Trampler Lens
Equal	1	Ravager Lens
Equal	1	Snapmaw Lens
Equal	1	Stalker Lens
Equal	1	Shell-Walker Lens
Equal	1	Watcher Heart
Equal	1	Strider Heart
Equal	1	Scrapper Heart
Equal	1	Grazer Heart
Equal	1	Lancehorn Heart

About Hunting Ground Treasure Boxes

With the exception of Echo Shells not being available in the reward boxes from the Nora Hunting Ground, all other potential rewards in the Treasure Boxes you receive for completing trials at the different Hunting Grounds are the same. For that reason we have combined their entries in these tables.

Half Sun Reward Box

SOURCE Hunting Grounds **COST** N/A

Drop Chance	Amount	Item
1X GUARANTEED LOOT CHANCE		
Guaranteed	15 to 25	Metal Shards
Equal	2 to 4	Metal Vessel
Equal	2 to 4	Blaze
Equal	2 to 4	Chillwater
Equal	2 to 4	Echo Shell

Full Sun Reward Box

SOURCE Hunting Grounds **COST** N/A

Drop Chance	Amount	Item
1X GUARANTEED LOOT CHANCE		
Guaranteed	30 to 40	Metal Shards
Equal	4 to 8	Metal Vessel
Equal	4 to 8	Blaze
Equal	4 to 8	Chillwater
Equal	4 to 8	Echo Shell

Blazing Sun Reward Box

SOURCE Hunting Grounds **COST** N/A

Drop Chance	Amount	Item
1X GUARANTEED LOOT CHANCE		
Guaranteed	40 to 50	Metal Shards
Equal	7 to 14	Metal Vessel
Equal	7 to 14	Blaze
Equal	7 to 14	Chillwater
Equal	7 to 14	Echo Shell



A WORLD OF CRAFTING

Whether you're making ammo on the fly in the middle of a pitched battle against a fearsome machine, or carefully working out how to manage your inventory in a quiet moment, crafting plays an integral part in your journey. Increasing the capacity of the quiver or pouch for your favorite weapon so that you have enough ammo to last you through a battle is extremely important, but in order to make those upgrades, you're going to need Resources.

Because of how many different types of Resources you'll acquire naturally as you play, upgrading the capacity of your Resource Satchel should be one of your highest priorities early in the game. With the information presented in these tables you'll be able to plan ahead for future upgrades and know exactly how many of each Resource you need to keep, freeing you up to safely sell any surplus for some more Metal Shards.

TRAPS & POTIONS

Traps

Item Name	Cost
Shock Trap x1	Wire x2, Metal Vessel x1, Sparker x10
Detonating Blast Trap x1	Wire x2, Metal Vessel x1, Blaze x3
Blast Trap x1	Wire x2, Metal Vessel x1, Blaze x2

Health Potions

Item Name	Cost
Health Potion x1	Rich Meat x2, Fatty Meat x3
Health Boost Potion x1	Fatty meat x3, Bony Meat x5
Full Health Potion x1	Rich Meat x5, Fatty Meat x5, Bony Meat x5

Resistance Potions

Item Name	Cost
Resist Fire Potion x1	Fire Kiln Root x3
Resist Shock Potion x1	Shock Wax Root x3
Resist Freeze Potion x1	Freeze Rime Root x3
Antidote x1	Corruption Glaze Root x3

CARRY CAPACITY

Weapons Satchel

Lvl	Capacity	Cost
1	+5	Metal Shards x15, Ridge-Wood x20
2	+5	Metal Shards x35, Ridge-Wood x30, Fatty Meat x5
3	+5	Metal Shards x75, Ridge-Wood x40, Rabbit Bone x2
4	+15	Metal Shards x125, Ridge-Wood x50, Rabbit Skin x1

Outfits Satchel

Lvl	Capacity	Cost
1	+5	Metal Shards x15, Ridge-Wood x20
2	+5	Metal Shards x35, Ridge-Wood x30, Fatty Meat x5
3	+5	Metal Shards x75, Ridge-Wood x40, Fish Bone x2
4	+15	Metal Shards x125, Ridge-Wood x50, Fish Skin x1

Resources Satchel

Lvl	Capacity	Cost
1	+10	Metal Shards x15, Ridge-Wood x20
2	+20	Metal Shards x35, Ridge-Wood x30, Rich Meat x5
3	+20	Metal Shards x75, Ridge-Wood x40, Boar Bone x2
4	+30	Metal Shards x125, Ridge-Wood x50, Boar Skin x1

Modifications Satchel

Lvl	Capacity	Cost
1	+10	Metal Shards x15, Ridge-Wood x20
2	+10	Metal Shards x35, Ridge-Wood x30, Rich Meat x5
3	+10	Metal Shards x75, Ridge-Wood x40, Fox Bone x2
4	+30	Metal Shards x125, Ridge-Wood x50, Fox Skin x1

Potions Pouch

Lvl	Capacity	Cost
1	+3	Metal Shards x30, Ridge-Wood x50, Metal Vessel x15
2	+3	Metal Shards x70, Ridge-Wood x100, Blaze x20, Fish Bone x1
3	+3	Metal Shards x250, Ridge-Wood x200, Echo Shell x15, Raccoon Skin x1

Traps Pouch

Lvl	Capacity	Cost
1	+3	Metal Shards x15, Ridge-Wood x20
2	+3	Metal Shards x35, Ridge-Wood x30, Bony Meat x5
3	+3	Metal Shards x75, Ridge-Wood x40, Turkey Skin x1

Hunter Bow Quiver

Lvl	Capacity	Cost
1	+10	Metal Shards x5, Ridge-Wood x10, Blaze x1
2	+10	Metal Shards x20, Fatty Meat x5, Boar Bone x1
3	+10	Metal Shards x125, Rabbit Bone x1, Boar Skin x1
4	+10	Metal Shards x500, Ridge-Wood x200, Fox Skin x1

Sharpshot Bow Quiver

Lvl	Capacity	Cost
1	+5	Metal Shards x5, Ridge-Wood x10, Metal Vessel x1
2	+5	Metal Shards x20, Rich Meat x5, Raccoon Bone x1
3	+5	Metal Shards x125, Turkey Bone x1, Raccoon Skin x1
4	+5	Metal Shards x500, Ridge-Wood x200, Rabbit Skin x1

War Bow Quiver

Lvl	Capacity	Cost
1	+5	Metal Shards x5, Ridge-Wood x10, Chillwater x1
2	+5	Metal Shards x20, Bony Meat x5, Turkey Bone x1
3	+5	Metal Shards x125, Fox Bone x1, Turkey Skin x1
4	+5	Metal Shards x500, Ridge-Wood x200, Fish Skin x1

Sling Ammo Pouch

Lvl	Capacity	Cost
1	+2	Metal Shards x5, Ridge-Wood x10, Wire x5
2	+2	Metal Shards x20, Fatty Meat x5, Fish Bone x1
3	+2	Metal Shards x125, Rat Bone x1, Fish Skin x1
4	+2	Metal Shards x500, Ridge-Wood x200, Turkey Skin x1

Blast Sling Ammo Pouch

Lvl	Capacity	Cost
1	+2	Metal Shards x5, Ridge-Wood x10, Sparker x5
2	+2	Metal Shards x20, Fatty Meat x5, Rabbit Bone x1
3	+2	Metal Shards x125, Rat Bone x1, Rabbit Skin x1
4	+2	Metal Shards x500, Ridge-Wood x200, Rat Skin x1



Tripcaster Ammo Pouch

Lvl	Capacity	Cost
1	+2	Metal Shards x5, Ridge-Wood x10, Blaze x1
2	+2	Metal Shards x20, Rich Meat x5, Fox Bone x1
3	+2	Metal Shards x125, Turkey Bone x1, Fox Skin x1
4	+2	Metal Shards x500, Ridge-Wood x200, Boar Skin x1

Ropecaster Ammo Pouch

Lvl	Capacity	Cost
1	+5	Metal Shards x5, Ridge-Wood x10, Metal Vessel x1
2	+5	Metal Shards x20, Bony Meat x5, Turkey Bone x1
3	+5	Metal Shards x125, Fish Bone x1, Turkey Skin x1
4	+5	Metal Shards x500, Ridge-Wood x200, Raccoon Skin x1

Rattler Ammo Pouch

Lvl	Capacity	Cost
1	+20	Metal Shards x5, Ridge-Wood x10, Chillwater x1
2	+20	Metal Shards x20, Fatty Meat x5, Rat Bone x1
3	+20	Metal Shards x125, Fish Bone x1, Rat Skin x1
4	+20	Metal Shards x500, Ridge-Wood x200, Fish Skin x1

Tearblaster Ammo Pouch

Lvl	Capacity	Cost
1	+5	Metal Shards x5, Ridge-Wood x10, Wire x5
2	+5	Metal Shards x20, Rich Meat x5, Fish Bone x1
3	+5	Metal Shards x125, Raccoon Bone x1, Fish Skin x1
4	+5	Metal Shards x500, Ridge-Wood x200, Goose Skin x1

AMMO

Hunter Bow arrow packs

Item Name	Cost
Hunter Arrow Pack x10	Metal Shards x1, Ridge-Wood x2
Fire Arrow Pack x10	Metal Shards x5, Ridge-Wood x2, Blaze x3,
Hardpoint Arrow Pack x10	Metal Shards x10, Ridge-Wood x5

Sharpshot Bow ammo packs

Item Name	Cost
Precision Arrow Pack x5	Metal Shards x8, Ridge-Wood x10, Wire x5
Tearblast Arrow Pack x5	Metal Shards x8, Ridge-Wood x10, Echo Shell x4
Harvest Arrow Pack x5	Metal Shards x8, Ridge-Wood x10, Wire x1

War Bow ammo packs

Item Name	Cost
Shock Arrow Pack x5	Metal Shards x5, Ridge-Wood x10, Sparker x5
Freeze Arrow Pack x5	Metal Shards x5, Ridge-Wood x10, Chillwater x3
Corruption Arrow Pack x5	Metal Shards x5, Ridge-Wood x10, Metalburn x2



Sling ammo packs

Item Name	Cost
Freeze Bomb Ammo Pack x2	Metal Shards x4, Metal Vessel x2, Chillwater x3
Shock Bomb Ammo Pack x2	Metal Shards x4, Metal Vessel x2, Sparker x8
Fire Bomb Ammo Pack x2	Metal Shards x4, Metal Vessel x2, Blaze x2

Blast Sling ammo packs

Item Name	Cost
Blast Bomb Ammo Pack x2	Metal Vessel x2, Blaze x4
Proximity Bomb Ammo Pack x2	Metal Vessel x2, Blaze x3
Sticky Bomb Ammo Pack x2	Metal Vessel x2, Blaze x6

Tripcaster ammo packs

Item Name	Cost
Shock Wire Pack x2	Metal Shards x8, Wire x4, Sparker x8
Blast Wire Pack x2	Metal Shards x8, Wire x4, Blaze x5
Fire Wire Pack x2	Metal Shards x8, Wire x4, Blaze x4

Ropecaster ammo packs

Item Name	Cost
Tie Rope Light Pack x5	Metal Shards x4, Wire x4
Tie Rope Medium Pack x5	Metal Shards x6, Wire x6
Tie Rope Heavy Pack x5	Metal Shards x10, Wire x10

Rattler ammo packs

Item Name	Cost
Metal Bolt Pack x25	Metal Shards x6, Ridge-Wood x10
Shock Bolt Pack x25	Metal Shards x6, Ridge-Wood x10, Sparker x6
Freeze Bolt Pack x25	Metal Shards x6, Ridge-Wood x10, Chillwater x2

Tearblaster ammo packs

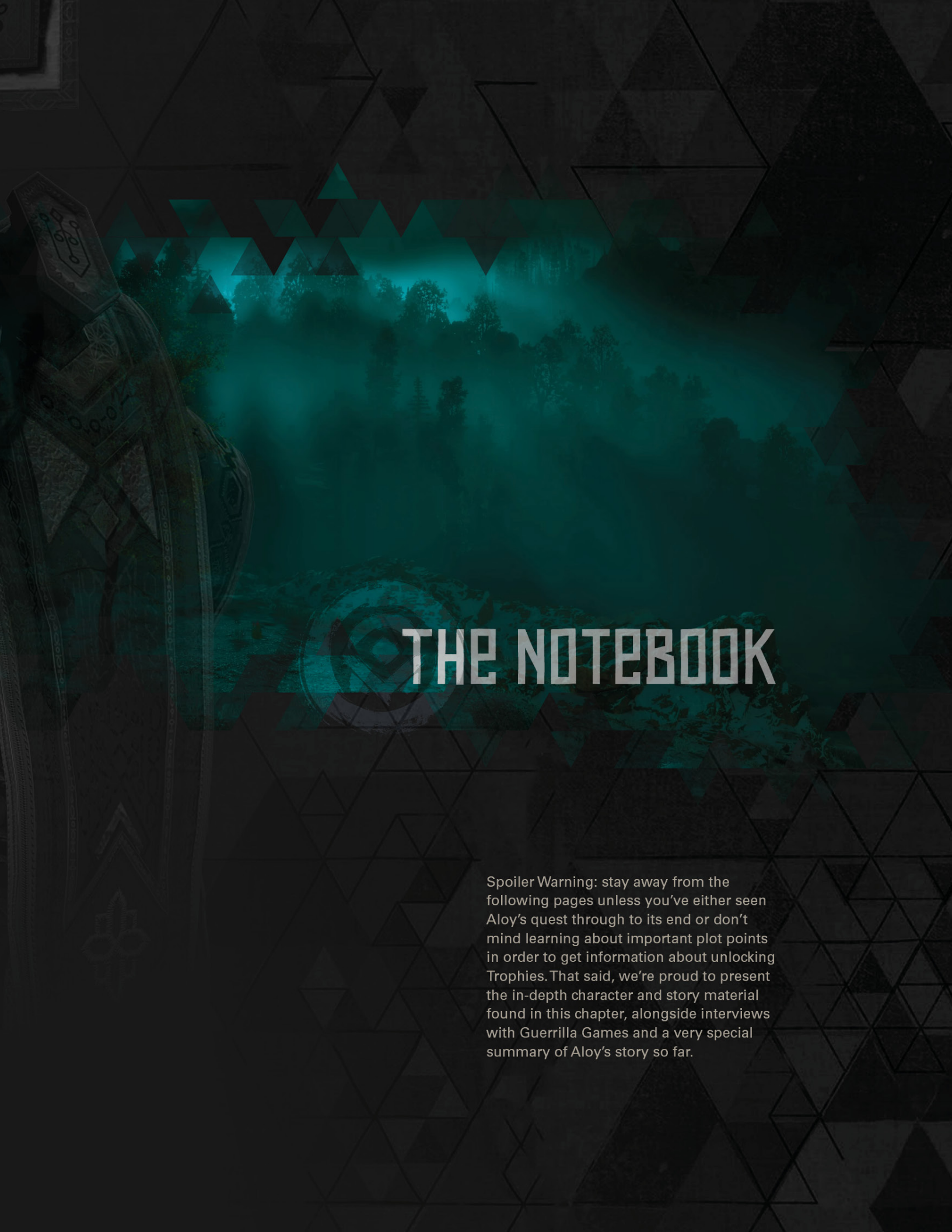
Item Name	Cost
Tearblaster Charge Pack x5	Metal Vessel x1, Echo Shell x1

TRAVEL

Fast Travel

Item Name	Cost
Fast Travel Pack x1	Ridge-Wood x15, Fatty Meat x1, Bony Meat x1





THE NOTEBOOK

Spoiler Warning: stay away from the following pages unless you've either seen Aloy's quest through to its end or don't mind learning about important plot points in order to get information about unlocking Trophies. That said, we're proud to present the in-depth character and story material found in this chapter, alongside interviews with Guerrilla Games and a very special summary of Aloy's story so far.



TROPHY GUIDE

Trophies in Horizon Zero Dawn are unlocked by fulfilling a variety of conditions – some are awarded for completing mandatory story events, while others are earned through optional challenges such as overriding Tallneck-type Machines and clearing Corrupted Zones. While Trophies provide no tangible benefits, they can help you keep track of your overall progress through the game and which activities you've yet to finish. In this chapter you'll find a complete list of the game's Trophies, the conditions which must be met to unlock them and specific advice on the most efficient ways in which to do so. There are no Trophies that you can miss out on entirely, since any that you did miss before completing the game can be obtained after the world state has been reset to before the final Quests.

STORY TROPHIES

Trophies in this category are awarded after clearing certain Main Quests and Side Quests, and in the case of the Main Quest Trophies, they will all be obtained naturally as you progress through the game. Please be advised that not all Quests will unlock Trophies upon completion – only the ones listed here.

Platinum Trophy

Trophy Name	Grade		Description	Unlock Req.
All trophies obtained		Platinum	Obtained all Horizon Zero Dawn trophies.	Obtain all other trophies.

Main Quest Trophies

Trophy Name	Grade		Description	Unlock Requirements	Page ref.
Followed Rost's teachings		Bronze	Learned to hunt and fight alongside Rost.	Complete the Main Quest 'Lessons of the Wild'	274
Defeated the Sawtooth		Bronze	Defeated the Sawtooth that threatened the Nora.	Defeat the Sawtooth during the Main Quest 'The Point of the Spear'	279
Triumphed in the Proving		Bronze	Overcame adversity and placed first in the Proving.	Reach the end of the Brave Trail race in the Main Quest 'The Proving'	286
Fought back the corruption		Bronze	Destroyed the corruption inside the Nora valley.	Complete the Main Quest 'A Seeker at the Gates'	293
Victorious with the War-Chief		Bronze	Found the Nora War-Chief and defeated the killers in the Ring of Metal.	Complete the Main Quest 'Revenge of the Nora'	300
Saved Meridian from its foe		Bronze	Helped Erend investigate Ersa's fate, and foiled a plot against Meridian.	Complete the Main Quest 'The Sun Shall Fall'	318
Learned of the ancient past		Bronze	Learned of the ancient past at Maker's End.	Complete the Main Quest 'Maker's End'	321
Crashed the Eclipse network		Bronze	Infiltrated the Eclipse battle camp and crashed their network.	Complete the Main Quest 'To Curse the Darkness'	334
Discovered the truth		Bronze	Discovered the truth of Zero Dawn.	Complete the Main Quest 'Deep Secrets of the Earth'	339
Broke the siege of All-Mother		Bronze	Defeated the invaders and went inside the sacred mountain.	Complete the Main Quest 'The Heart of the Nora'	346
Recovered a powerful weapon		Bronze	Explored the Mountain That Fell and recovered a powerful weapon.	Complete the Main Quest 'The Mountain that Fell'	349
Ended the war machine threat		Gold	Ended the threat of the ancient war machines.	Complete the Main Quest 'The Face of Extinction'	359

Side Quest Trophies

Trophy Name	Grade		Description	Unlock Req.	Page ref.
Aided the defectors		Bronze	Aided the escapes of Uthid and the child king Itamen from the Shadow Carja.	Complete the Side Quest 'Queen's Gambit'	419
Hunted Redmaw with Talanah		Bronze	Rose through the ranks of the Hunters Lodge and helped Talanah defeat Redmaw.	Complete the Side Quest 'Redmaw'	410

Activities Trophies

Trophy Name	Grade	Description	Page ref.
First Tallneck Overridden	Bronze	Scaled a Tallneck and accessed its information.	452
First Bandit Camp cleared	Bronze	Took back a settlement from a bandit clan.	443
First Core Overridden	Bronze	Reached the Core of a Cauldron and accessed its information.	469
All Suns at one Grounds	Bronze	Earned at least a Half Sun mark in all three trials at one Hunting Ground.	458
Blazing Suns at one Grounds	Bronze	Earned a Blazing Sun mark in all three trials at one Hunting Ground.	458
First Corrupted Zone cleared	Bronze	Killed all the corrupted machines in a Corrupted Zone.	483
All Tallnecks Overridden	Silver	Scaled all of the Tallnecks and accessed their information.	452
Cleared all Bandit Camps	Silver	Took back all settlements from the bandit clans.	443
All Cores Overridden	Silver	Reached the Core of every Cauldron and accessed the information within.	469
All Suns at all Grounds	Silver	Earned at least a Half Sun mark in all trials at all of the Hunting Grounds.	458
Blazing Suns at all Grounds	Gold	Earned a Blazing Sun mark in all trials at all of the Hunting Grounds.	458
All Corrupted Zones cleared	Silver	Killed all the corrupted machines in every Corrupted Zone.	483

Character Progression

Character Progression Trophies

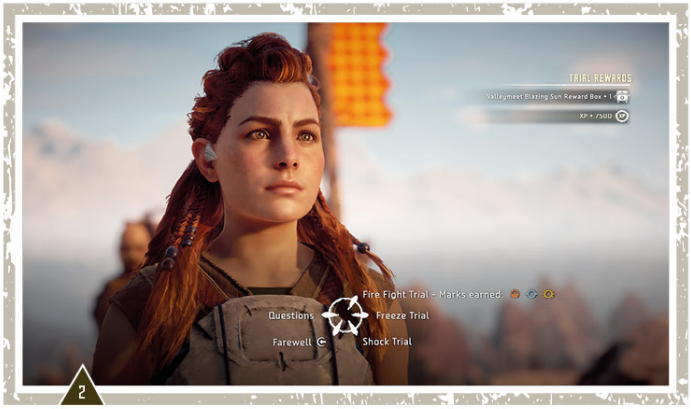
Trophy Name	Grade	Description
Reached level 10	Bronze	Reached player level 10.
Reached level 25	Bronze	Reached player level 25.
Reached level 40	Bronze	Reached player level 40.
Reached level 50	Bronze	Reached player level 50.
All Skills Learned	Bronze	Learned all available Skills.

Trophies in this category are awarded at fixed milestones in Aloy's acquisition of Experience Points and Skills. While Trophies related to leveling up may technically be earned at any time (since their prerequisites can be met simply by defeating enough enemies), attempting to do so without also completing Quests for their much larger rewards of Experience is highly impractical, and effectively limits the rate at which Aloy will gain levels **[→☐ 2]**.

Activities Trophies

Trophies in this category are awarded upon completion of miscellaneous objectives mostly unrelated to the main story. A few are associated with Quests to a limited degree, however, such as clearing two Corrupted Zones during the Main Quest 'A Seeker at the Gates', and earning enough Half Sun marks at the Hunting Grounds to gain admission to the Hunters' Lodge **[→☐ 1]**. Many of these Trophies can be earned as soon as the areas of the Map outside of Nora territory become accessible, but a few have additional requirements such as clearing Cauldron RHO to obtain the Overrides necessary for completing the Sun Furrows hunting trials. While you're travelling around killing all of the different machines required for the four different types Trophies, make sure to scan them all first, because you will need their info for the All Machines Catalogued Trophy.





Furthermore, of the 81 Skill Points required to learn every Skill, only 50 can be obtained by leveling up; the rest must be earned by completing Quests or Activities.

In addition to the Skill Points obtainable by leveling up, the following table shows how many Skill Points can be earned through the various other Quests and Activities. Use this information to keep track of your progress toward unlocking the 'All Skills' Trophy. There are more Skill Points available to earn than are required to unlock every Skill, so you do not have to complete everything to unlock this Trophy.

Skill Point Tally

Activity	Skill Points Available
Levelling	50
Main Quests	17
Side Quests	3
Errands	0
Activities	14
Total	**84**

COMBAT

Trophies in this category are awarded for outstanding achievements in battle. While most are straightforward and you'll likely unlock quite a few over the natural course of the game, others – particularly overriding 7 Machine types and knocking over all Grazer dummies – require additional exploration and may take you a considerable distance out of your way.

Combat Trophies

Trophy Name	Grade	Description
Stealth killed 10 machines	Bronze	Performed a stealth kill on 10 machines.
3 Strikes From Above	Bronze	Killed 3 enemies using the Strike from Above Skill.
Tore off 10 components	Bronze	Detached 10 components from machines during combat.
10 Vulnerable machine kills	Bronze	Killed 10 machines weak to Fire while burning, or weak to Freeze while frozen.
Tore off 5 heavy weapons	Bronze	5 Weapons detached from Machines
7 types of machine overridden	Bronze	Unlocked and used the overrides for 7 different types of machine.
Headshot 30 human enemies	Bronze	Killed 30 human enemies by landing headshots on them.
All Grazer dummies downed	Bronze	Knocked over the Grazer training dummies in all settlements.
First Modification	Bronze	Used a Weapon Coil or Outfit Weave on a modifiable weapon or outfit.
All Acquisition machines killed	Bronze	Killed at least one of every type of Acquisition machine.
All Recon machines killed	Bronze	Killed at least one of every type of Reconnaissance machine.
All Combat machines killed	Bronze	Killed at least one of every type of Combat machine.
All Transport machines killed	Bronze	Kill at least one of every type of Transport machine.

STEALTH KILLED 10 MACHINES

For kills to count towards this trophy, they need to be carried out while you're fully concealed (as shown by the closed eye indicator below your compass on the HUD) and even under that condition, not every type of kill will count. Killing a Watcher from within tall grass with an R2 attack from your Spear will give you the stealth kill XP bonus, but does not count towards this Trophy. Similarly, you can sneak around behind an enemy outside of tall grass, use a Silent Strike for a stealth kill bonus, and that too does not count.

Silent Strikes from within tall grass do count, however, and if you use Lure Call to bring enemies towards your position in the grass, it is one of the most effective ways of obtaining the Trophy. It is also possible to use ranged weapons from within tall grass to get the Trophy, which can be a very useful option if you do not have Silent Strike **[→□ 1]**. Since you need to kill the machine in a single hit, a powerful bow like the Sharpshot Bow is your best option, and the easiest target is the Eye of a Watcher. With the Double or Triple Shot Skills you can take out more powerful machines with shots to the body, but by the time you have those Skills, you're likely to also have already earned this Trophy.



3 STRIKES FROM ABOVE

As the name implies, you're going to need to invest in the 'Strike from Above' Skill in order to obtain this Trophy, but once you have it, there are really no other restrictions; you just have to use the Skill to kill 3 enemies. You can use it on machines or humans, but since it has to actually kill them, going for lower level enemies is generally the best option. Throughout The Embrace there are numerous wooden platforms built near the tops of wooden poles that the Nora Braves use for hunting, and these make ideal places from which to attempt this Trophy.

Of particular note are the ones near the Strider Site in The Embrace, because there are both a lot of platforms and a lot of low level machines there. With a bit of sneaking you can easily get onto one of these platforms, and then use Lure Call to bring the machines close enough for a Strike from Above **[→▢ 2]**. If you do get spotted, remember that you can use Strike from Above on machines that have been stunned, and you can easily drop some Shock Wires or Bombs down from your position to put them in that state **[→▢ 3]**.


2


3

TORE OFF 10 COMPONENTS

You can start working towards this Trophy quite early in the game by using Hunter Arrows to knock the Blaze Canisters off Striders or either Component off Scrappers in The Embrace, but doing so is not the most efficient strategy. **[→▢ 4]**. Striders only have one Component and hitting it will cause the rest of the herd to scatter, while Scrapper Components will take multiple hits to dislodge. By far the easiest way to get this Trophy is to wait until you leave The Embrace, and then head to the nearby Nora Hunting Grounds.


4

At the Hunting Grounds you'll have access to a merchant that sells the Carja Sharpshot Bow, and also an unlimited supply of Grazers, each brimming with four Blaze Canisters. The Carja Sharpshot Bow gives you access to Tearblast Arrows, which you can use to easily knock multiple canisters off the Grazers at a time with each shot **[→▢ 5]**. Even if you cannot yet afford the Carja Sharpshot Bow, the fact that you have so many Grazers in this area, and can respawn them at any time means it's still a great place to get the Trophy, even with your trusty Hunter Arrows.


5

10 Vulnerable Machine Kills

For kills to count towards this Trophy, you need to kill machines weak to fire while they are burning, or machines weak to freeze while they're frozen. As long as those effects are still present at the time of the machine's death you will get either the burning kill or frozen kill XP bonus so you can easily tell if the kill counted. It's important to note, however, that the damage ticks from a Fire Arrow do not count as burning, so killing a machine in that manner will not count unless it had the Burn status on it as well. While the machine is inflicted with either status effect, you can switch to using any form of damage you like to actually kill it.

There are many more machines that are weak to fire than those weak to freeze, so naturally you'll have more opportunities for kills towards this Trophy on them. The main targets you should look out for, however, are Sawtooths, Snapmaws or any Corrupted machine. Some early Main Quests have you fighting against Corruptors, and while you can go for burning kills on them, because of how agile and dangerous they are, they do not present an easy target.

With Snapmaws, all you need to do is hide in some tall grass at a distance and detonate the Blaze Canisters on their back, letting the full burn effect complete between detonation. The combination of the damage from the detonation and both burn effects is enough to kill the machine, and if done correctly you should never get into open combat with it. For frozen targets, the easiest machine is the Trampler; it can be frozen quickly, and then you can switch to either Metal Bolts or Hardpoint Arrows to easily destroy the Excavation Horns and kill the machine **[→▢ 1]**.





Tore Off 5 Heavy Weapons

The only machines whose mounted weapons qualify for this Trophy are Ravagers, Thunderjaws and Deathbringers; of these, Deathbringers are extremely rare and can only be found in certain locations during Main Quests. The best place to satisfy the Trophy's prerequisites is the Sun Furrows Hunting Ground, where you'll find two Ravagers and a Thunderjaw for a total of four easily accessible Heavy Weapons **[→▢ 2]**. After tearing all four off, simply restart one of the trials to respawn the machines again and get the fifth.



This location is particularly advantageous as the Thunderjaw patrols an enclosed pit with few exits large enough to accommodate it, allowing you to target its Disc Launchers from relative safety **[→▢ 3]**. The two Ravagers patrol opposite sides of the pit, allowing you to deal with them one at a time, and the pit's edge offers several patches of tall grass from which to launch stealth attacks with Tearblast Arrows. The only other enemies in the area are a few Watchers, which can be dispatched using Silent Strikes without alerting the Ravagers or the Thunderjaw.

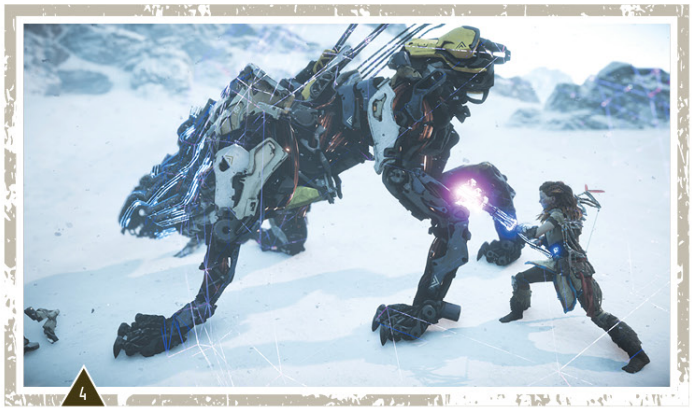
7 TYPES OF MACHINE OVERRIDDEN

Your earliest opportunity to earn this Trophy will be immediately after clearing Cauldron SIGMA – the combined PSI and SIGMA Overrides cover enough machines to meet the prerequisites. Shortly after acquiring the Override device for your Spear during the Main Quest 'A Seeker at the Gates' you'll be able to head down to the Strider site in The Embrace and Override one of the Striders there, along with a Watcher to get the first two machine types under your belt. The next new machine you can Override will be the Tallneck at Devil's Thirst, which you can do on your way up to Mother's Crown.

Cauldron SIGMA is only a short distance north from Mother's Crown, so it's recommended that you head straight there as soon as you can to gain the knowledge required to Override more machines. Once the Cauldron is completed, go to one of the Grazer sites near either Devil's Thirst or Devil's Grief so that you can add a Grazer to your list of Overridden targets, and then start heading along the valley towards Daytower again. As you travel along the valley you'll pass through Broadhead, Scrapper, and with a little detour north, Sawtooth sites to give you the final three machine types you need to unlock this Trophy **[→▢ 4]**.

Recommended Machines

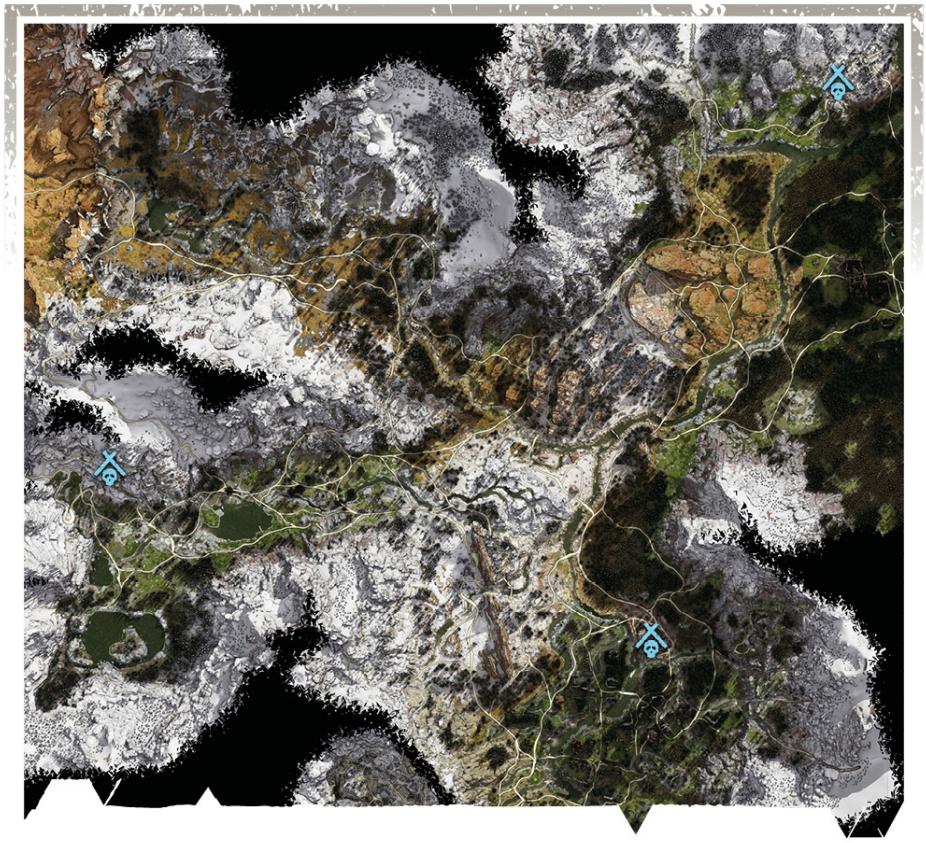
Machine	Req'd. Override	Recommended Location
Watcher	PSI	The Embrace
Strider	PSI	The Embrace
Tallneck	PSI	Devil's Thirst
Grazer	SIGMA	Devil's Thirst/Grief
Broadhead	PSI	Along the valley between Mother's Crown and Daytower
Scrapper	SIGMA	
Sawtooth	SIGMA	



HEADSHOT 30 HUMAN ENEMIES

Due to the sheer number of human enemies that you'll encounter as you play through the game, and how effective headshots are against them, this should be a Trophy that you pick up naturally along your journey. During the Main Quest 'The Proving' you'll have to contend with a large number of mysterious killers; take the time to headshot as many as possible, and you can easily be halfway done with the requirements for this Trophy before leaving The Embrace.

Should you wish to unlock the Trophy as soon as possible you'll need to follow the trails of black smoke back to some Bandit Camps after you leave The Embrace during the Main Quest



'A Seeker at the Gates'. Before heading to those camps, however, it's worth acquiring a Sharpshot Bow if you haven't already done so, because the Precision Arrows will help a lot when dealing with the Bandits. The Devil's Thirst, Hollow Fort, and Two-Teeth camps can all be reached as soon as you gain access to the lands outside of The Embrace, and between them you should have more than enough targets to headshot for this Trophy **[→▢ 1]**.

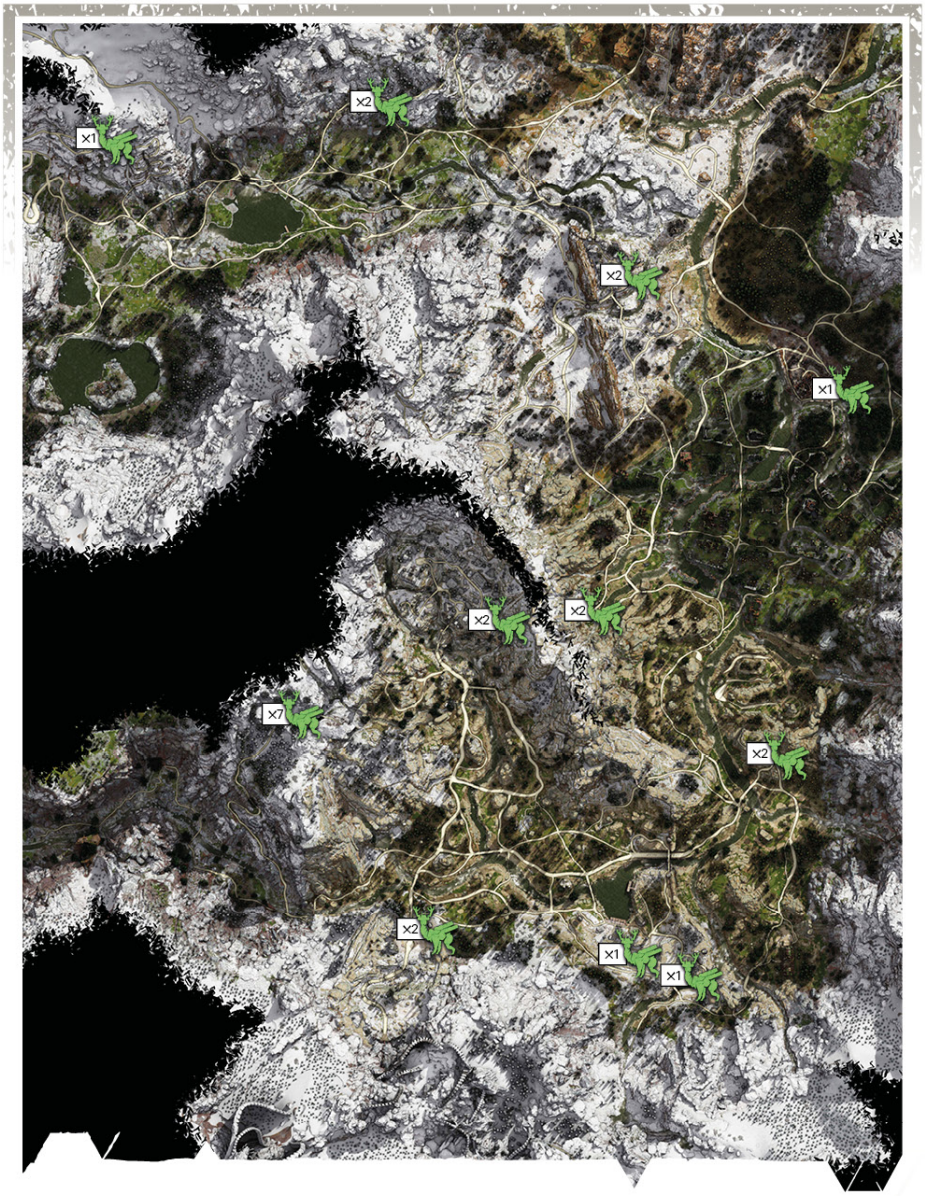


ALL GRAZER DUMMIES DOWNED

Grazer Dummies by Area

Location	No. of Dummies
Rost's Hovel	7
Mother's Cradle	2
Mother's Heart	2
Mother's Watch	2
Nora Hunting Grounds	2
Mother's Rise	2
Devil's Thirst Bandit Camp	1
Mother's Crown	2
Hunter's Gathering	2
Two-Teeth Bandit Camp	1

Nora Braves are trained in the ways of hunting from a young age, and one of the most useful training tools they have at their disposal are these training dummies mocked up to look like Grazers, complete with fake Blaze Canisters **[→▢ 2]**. The only way to knock over the dummies is to use an R2 attack with your Spear, so there's no cheating with ranged weapons or explosives. Due to the restrictions in place while Aloy is still an outcast, you won't be able to visit all of the areas where Grazer dummies are located until you can leave The Embrace during the Main Quest 'A Seeker at the Gates'. None of them are ever totally missable, however, and you can always go back and get any you didn't get during earlier quests.



The largest number of dummies in any one location is at Rost's hovel, which goes to show just how serious Aloy was about her training. There are two to the north of the Campfire at the hovel, and three to the south of it; there's one more just outside the lodge, and then a final one on a ledge just north of the lodge. There are two around the Mother's Cradle area: one inside the settlement near the base of the cliffs to the southwest, and the second is close to the cabin owned by Karst, southeast of Mother's Cradle.


2

You'll find another one to the south of the Campfire in Mother's Heart, with another one to the east of the first on the other side of a large lodge. The Mother's Watch dummies are just outside the main gate of the Settlement, one to either side, and the ones at the Nora Hunting Groundsare on either side of the branching path leading up to the Campfire.


3

After following the narrow path up into Mother's Rise, you'll need to double back along the top of the cliff heading south to find one of the dummies near this Settlement, and the second one is at the base of the cliffs to the north **[→▢ 3]**. To get the next dummy you'll need to venture into the Devil's Thirst Bandit Camp; approach from the south, you'll only need to take out a few Bandits to reach it if you don't want to clear the entire camp **[→▢ 4]**.


4

Both of the Mother's Crown dummies are nice and easy to reach because they are right next to each other, just inside the northern entrance to the Settlement. To find the dummies at Hunter's Gathering you'll need to look behind the tents along the north of the Settlement because they're sitting on small ledges near the base of the cliffs there **[→▢ 5]**. The final Grazer Dummy for the Trophy is once again located inside a Bandit Camp, but since you'll need to kill all of the Bandits in the upper part of the camp to reach it, you may as well clear the entire camp.


5

First Modification

To acquire this Trophy, you simply need to place any Weapon Coil or Outfit Weave into their respective slots on an Outfit or Weapon. These items can be looted from vanquished enemies, found in containers or obtained from special Treasure Boxes purchased from Merchants. If drop rates are not being kind and you want to unlock the Trophy as early as possible, you can go to the west end of the long valley in The Embrace where you'll find some Scrapper Piles. Each of these piles is highly likely to have a Modification in it, although equipping it into your beginner gear may not be the best move in the long run.

All Acquisition Machines Killed

Acquisition Machines

Type		Recommended Location
	Strider	Strider Site within The Embrace
	Broadhead	Broadhead Sites along the valley between Mother's Crown and Daytower
	Charger	Charger Sites West of the Hollow Fort Bandit Camp
	Grazer	Grazer Sites West of Devil's Thirst
	Lancehorn	Lancehorn Site West of Mother's Crown
	Scrapper	Scrapper Sites in The Embrace
	Glinthawk	Greatrun Hunting Grounds (P.464)
	Trampler	Greatrun Hunting Grounds (P.464)
	Snapmaw	Around the large lake to the south end of the valley between Mother's Crown and Daytower
	Rockbreaker	Side Quest 'Blood on Stone' (P.393)

Acquisition-type machines make up the largest sub-group of machines, and while you will encounter many of them naturally while you play through the game, there are a few that may require you to go a bit out of your way to reach. To find your first Charger site you'll need to travel to the far north of Devil's Grief, where you'll find a site just west of the Hollow Fort Bandit Camp. Alternatively, if you're chasing after Olin and heading straight for Meridian, there's another Charger site just southwest of Brightmarket not too far from there.

A nice convenient place for both Glinthawks and Tramplers is the Greatrun Hunting Grounds, which you can access shortly after passing through Daytower. The rarest of all the machines in this group by far, however, is the elusive Rockbreaker. Rather than trying to track one down at one of the few Machine Sites,, it's much easier to go to the Settlement of Cut-Cliffs and start the 'Blood on Stone' Side Quest. You have to fight a Rockbreaker as part of that quest, and you can do it on your way to Meridian quite early in the game **[→▭ 1]**.


1

All Recon Machines Killed

Recon Machines

Type		Recommended Location
	Watcher	Various places with The Embrace and beyond
	Redeye Watcher	Outside of Cauldron ZETA
	Longleg	Level 20 Corrupted Zone in the valley between Mother's Crown and Daytower, Cauldron RHO (P.473)

While you won't have any trouble finding a Watcher to kill, its Redeye cousin is considerably less common and more difficult to track down. Redeye Watchers are very difficult to find out in the wild, and you'll generally only encounter the Corrupted versions of them during later Main Quests. If you don't want to wait that long, however, one place you can always find one is on a ledge just outside the entrance Cauldron ZETA **[→▭ 2]**. Longlegs are fairly common, but the first one you'll find is at the Level 20 Corrupted Zone near the large lake just south of Daytower, or alternatively, if you wait till just after Daytower, you can enter Cauldron RHO and find one there.


2

ALL COMBAT MACHINES KILLED

Combat Machines

Type		Recommended Location
	Sawtooth	During the Main Quest 'The Point of the Spear' (P.279)
	Stalker	Side Quest 'Underequipped' (P.383), Spurflints Hunting Grounds
	Ravager	Cauldron RHO (P.473), Sun Furrows Hunting Grounds (P.466)
	Thunderjaw	Thunderjaw Site Northwest of the Gatelands Bandit Camp, Sun Furrows Hunting Grounds (P.466)
	Stormbird	Stormbird Site Northwest of Daytower

The enemies that make up the Combat group are among the most fearsome the game has to offer, so if you're venturing out to track them all down, make sure you're well stocked with ammo and healing potions. You'll need to take down a Sawtooth as part of an early Main Quest, so that will tick one off your list straight away. The earliest you can encounter a Stalker is through the Side Quest 'Underequipped', which you can start just south of Cauldron SIGMA. Since you won't have access to many of the advanced weapons at that point in the game, it's recommended that at the very least you have a Carja Sharpshot Bow so that you can use Tearblast Arrows to remove the Stalker's Stealth Generator **[→▢ 3]**.

The Spurflints Hunting Grounds also provide a nice controlled environment in which to find a Stalker, and similarly, the Sun Furrows one is perfect for both Ravagers and Thunderjaws since both can be killed at the same location. If you want to fight a Thunderjaw earlier, then the site just northwest of the Gatelands Bandit Camp is ideal because you'll often have Carja Soldiers patrolling through there that can aid you. Stormbirds are another rare machine, and while you can wait until the Main Quest 'The Mountain that Fell' to encounter one, getting in some early practice against them by visiting the Stormbird site northwest of Daytower is recommended **[→▢ 4]**.


3


4


5

Transport Machines

Type		Recommended Location
	Shell-Walker	In the valley northwest of Mother's Crown
	Fire Bellowback	Cauldron SIGMA boss (P.469), Valleymeet Hunting Grounds (P.460)
	Freeze Bellowback	Valleymeet Hunting Grounds (P.460)
	Behemoth	Main Quest 'The Terror of the Sun' (P.345), Side Quest 'Sunstone Rock' (P.535), Errand 'Hammer and Steel' (P.439)

ALL TRANSPORT MACHINES KILLED

With the exception of the Behemoth, all the other machines you need to kill for this Trophy can be found in very small area. As soon as you pass through Mother's Crown, head west along the valley and you'll encounter a Shell-Walker site, and then after dealing with them, go north to the Valleymeet Hunting Grounds where you'll find both variants of Bellowback. Since you can encounter Behemoths during a number of quests, it's recommended that you kill one during any of those quests rather than go out of your way to visit a Machine Site **[→▢ 5]**.

EXPLORATION

Trophies in this category are awarded for miscellaneous achievements which tend to involve extensive exploration or completion of multiple different quests. Although you'll probably earn a few purely by happenstance should you come across a Metal Flower or other Collectable, most require considerable amounts of time and effort or can only be completed after certain areas become accessible. With particular regard to the Trophies for getting all of each Collectable type, please follow the page references for complete location lists and detailed maps. To get you started on your path to collecting them all, however, we'll also cover the first appearance of each Collectable in this chapter.

Exploration Trophies

Trophy Name	Grade	Description	Page
All machines catalogued	Bronze	Encountered and Focus scanned every type of machine.	–
First Vantage found	Bronze	Found and accessed a Vantage datapoint.	515
First Metal Flower found	Bronze	Discovered a strange metal flower.	514
First Banuk Figure found	Bronze	Found a wooden effigy left by a Banuk traveler.	517
First Ancient Vessel found	Bronze	Found an ancient vessel once used by the Old Ones.	515
All Vantages found	Bronze	Found and accessed all of the Vantage datapoints.	508
All Metal Flowers found	Bronze	Found all of the Metal Flowers and brought them to Kudiv in Meridian.	508
All Banuk Figures found	Bronze	Found all of Arnak's figures and returned them to Cantarah in Meridian.	508
All Ancient Vessels found	Bronze	Found all the Ancient Vessels and brought them to Studious Palas in Meridian.	508
Got the Shield-Weaver outfit	Bronze	Recovered an ancient technology and put it to use.	372
All possible allies joined	Bronze	Inspired by Aloy's actions, all possible optional allies joined the defense.	--

ALL MACHINES CATALOGUED

If you've been to all of the suggested areas for killing the different types of machines for their respective Trophies, and scanned them all along the way, you should only be missing a few entries for a complete catalogue. Corruptors and Deathbringers can be encountered in many different quests as you progress through the game, but if all else fails, you can scan them both during the final assault on Meridian during the Main Quest 'The Face of Extinction'. Scanning them during that quest is quite difficult since you'll have to leave the safety of your defensive position to get close enough; scanning them in the earlier quests is much easier, so try to take the time to do so.

Since the final quest is repeatable, however, you can just keep replaying it if you're having trouble scanning those machines. Since the machines in that final quest are also Corrupted, you can also fulfil the scanning requirements for Corrupted machines if you've run out of all other options. The final scanable machines are the Tallnecks, so if you haven't already done so, just Fast Travel to one of their sites and scan the towering machine to complete your catalogue.

FIRST VANTAGE FOUND

As soon as you're able to leave The Embrace, head south-east from the Main Embrace Gate towards the Corrupted Zone and you'll pass a large rocky outcropping along the way. Climb up the rocks there and you'll be able to find your first Vantage Point, and the loot cache that comes along with it.

FIRST METAL FLOWER FOUND

The first accessible Metal Flower is hidden in the Ruins that Aloy falls into as a child, but since she has no means to access it at that time, you need to wait until later. Once you gain control during the Main Quest 'The Point of the Spear' you can return to those Ruins and fully explore them. By using your Spear you can break down the rock formations blocking access to small rooms throughout the Ruins, and in the first one you come to, you'll find the Metal Flower – Mark I (A), the first of many for your collection **[→▭ 1]**.



First Banuk Figure Found

To reach the first Banuk Artifact you'll need to climb the dizzying heights of the mountains north of Devil's Thirst. The location of every Banuk Figure can only be reached by following a Brave Trail, and the Banuk have also drawn decorative murals to help mark the locations. The Brave Trail for this figure begins at two wooden poles at the base of the mountains, and winds all the way up them to altar at the top where you'll find the Banuk Artifact: My Claim **[→▢ 2]**.



Got the Shield-Weaver Outfit

Power Cell Locations

Power Cell	Location	Page
1	In the Ruins you fell into as a child.	511
2	Inside All-Mother, which can first be accessed during the Main Quest 'The Womb of the Mountain'	515
3	On the top floor of Ted Faro's building, accessed during the Main Quest 'Maker's End'	549
4	Various locations inside The Grave-Hoard	557
5	In a small room north of where you land after using the slip-line down from the Master Override location during the Main Quest 'The Mountain that Fell'	553

This Trophy is awarded for finishing the Side Quest 'Ancient Armory', and while you can start that quest quite early, you cannot finish it until you reach the Main Quest 'The Mountain That Fell'. To complete the quest you'll need to travel to numerous locations and acquire a total of 5 Power Cells in order to open a door in the Bunker and release the mechanism holding an ancient suit of armor. While the location of each Power Cell is briefly listed here, you may refer to this Quest's Walkthrough on P.372 for detailed maps and a comprehensive overview of its requirements.

All Possible Allies Joined

Required Side Quests

Ally	Prerequisite	Page
Uthid	Side Quest 'Traitor's Bounty'	415
Vanasha	Side Quest 'Queen's Gambit'	419
Aluki	Side Quest 'A Moments Peace'	395
Nakoa	Side Quest 'A Daughter's Vengeance'	380
Elida	Side Quest 'Sun and Shadow'	412
Talanah	Side Quest 'Redmaw'	410
Namman	Side Quest 'Honor the Fallen'	397
Janeva	Side Quest 'Sunstone Rock'	535

Aloy may be a powerful warrior in her own right, but even she needs help sometimes. By completing specific Side Quests as you progress through the game you'll be able to gain the trust and respect of the individuals you help, and they will rally to Aloy's side during the game's final Main Quest, 'The Face of Extinction'. At this point, you will be able to talk to all of them one last time before the battle for a lot of additional dialogue. You have until you speak to Avad in the Sun Palace during the Main Quest 'The Looming Shadow' to complete all of the Side Quests required to get everyone, otherwise you will need to wait until after you have completed the game and the world state resets to before that quest to try again.

Game Progression

The vast world of Horizon is filled with quests, collectables, activities, items and enemies for you to experience, and incentives to do so are plentiful. Many of these things offer tangible rewards during gameplay such as items or equipment, while others provide insights into the game's narrative and story. Even still, exploration and discovery is often a reward in and of itself and – for some – the simple act of getting engrossed and immersed in the world's vibrancy and liveliness is enough. However, for those Seekers who are ambitious enough to chase completion in its entirety, we've given you a list of things to look out for while on your journey.

Group	Category	%
Activities	Tallneck	5
	Hunting Ground	5
	Bandit Camp	5
	Cauldron	5
	Corrupted Zone	5
Quests	Main	21
	Side	22
	Errand	7
Collectables	Banuk Figure	2
	Metal Flower	2
	Ancient Vessel	2
	Vantage	2
Shadow Items	Outfit	5
	Weapon	5
Machines	Scanned	7
Total		**100**



THE WORLD OF HORIZON

The inhabitants of the far-future world of Horizon are divided into tribes, each of which has its own history and traditions. These tribes are held together by the same things that underpin any culture or society – their environment and resources, strong leaders and political dynamics and their art, music and crafts. Here we'll showcase the figures that play key roles in the story and delve into the histories and workings of the various tribes. All text in this section is written by the game's narrative team – John Gonzalez, Ben McCaw and Ben Schroder.

CHARACTERS



ALOY

Shunned by her tribe since birth, Aloy has never known a mother's embrace or the acceptance of a community. Abandoned to the robot-dominated wilderness, her only companion was the stern, impassive recluse who fostered her, ceaselessly training her to hunt and fight. From him she learned to survive any physical hardship, to scorn comforts as weakness, but what she most wanted to know, he could not teach her. On nights when she shivered in the cold, counting the home fires of the village below, all that sustained Aloy was her burning need to solve the riddles of her birth: who her parents were, and why she was cast out. Only by grasping the truth of her origins can she bring an end to years of agonizing confusion and give a name to the blank nothingness from which her life emerged.

Aloy knows her own mind, makes her own decisions, and sets her own goals. Having grown up as an outcast, she reflexively distrusts authority and the opinions of common society. The prospect of subordinating herself to a tribe and losing her independence is anathema to her. Whatever Aloy sets her mind to, she is prepared to do on her own. She pursues objectives tenaciously. Hulking machines, murderous bandits, tribal superstitions, and mysterious technologies are challenges to be mastered. Rather than rely on others, she relies on her own capabilities – and if she falls short, she doesn't turn to someone else for words of encouragement or a new idea. She sustains her own efforts. She figures out what she needs to do to overcome the challenge, and she does it.

Aloy's exceptional intelligence is oriented towards practical, actionable insights, rather than abstract theorizing. Her inherent genius is greatly amplified by the Focus device she found as a young girl, allowing her to perceive connections that are invisible to others and intuitively comprehend the functions of many ancient technologies.

To other people, Aloy's astonishing flashes of insight can be a mixed blessing – fascinating some, frightening others – but they are always an asset in the wilds, where her ability to assess the weaknesses of enemies on the fly allows her to achieve extraordinary results by flexibly adapting her tactics.









ROST

Rost, the rugged outcast who fosters Aloy in the wilds, is a pious, honorable man whose life has taken tragic turns. Only the Matriarchs know why he was cast out, but no one who ever met him could believe he would have committed a crime against the tribe. Complicating the mystery further is the strange trust the Matriarchs have in him, deep enough that they gave him the foundling Aloy to raise.

Rost is fair, honest, and just to a fault. Despite being an outcast, he strictly adheres to the traditions and rules of the Nora, and constantly presses Aloy to do the same. Sometimes she can't see what the rules really mean to him – a way of existence in communal harmony that he both misses intently and wants to pass on to her, hoping someday she will rejoin the tribe.

Hardened by years of living alone in the wilds, Rost is among the greatest hunters ever produced by the Nora. Skilled in crafting ammunition, laying traps, stalking machines, and hand-to-hand combat, few in the world of Horizon surpass his skills. This is all to the good for Aloy's training, for she learns to hunt and fight from a demanding teacher and powerful warrior.



Varl



Varl, 25, is a soft-spoken, ruggedly handsome brave of the Nora tribe. Sona, his mother, is one of the greatest braves the tribe has ever known – a deadly fighter, canny tactician, and iron-willed leader of men and women. The hero of many battles against bandits, Carja, and machines alike, her ascent to War Chief was inevitable. So was her disapproval. Hard as stone, she was never one to employ positive encouragement, to her children or anyone else. Growing up in her world, excellence was its own reward, only attainable to a very few – if they sacrificed all distractions, especially any emotion save sheer determination.

Varl got used to not measuring up. Some might get angry, others might rebel. He responded with resolve, wry humor, and hidden sadness. He intuitively understood that his mother's standard was impossible to achieve, so he simply tried to do his best, becoming a solid warrior and hunter. But in one area, he unknowingly surpassed her. Perhaps because he was forced to deal with her rejection, he became more attuned to his own emotions, and consequently, those of others, always knowing when to give a consoling word or pat on the back to comrades in need. As a result, while his mother commands respect by setting an unquestioned example, he leads with a different mandate – the personal admiration of his peers.



Varl meets Aloy when all seems lost – his sister murdered, his tribe decimated, his mother missing in action. She will appear to him as a beacon of hope, a beautiful warrior with new ways of fighting and thinking, perhaps the only one capable of tackling a deadly new threat. How could he not be attracted to her? The question is, will he find a way to express these feelings, or will he keep them forever unspoken?



Avad

Sun-King Avad is the 14th monarch of the Carja tribe, and paradoxically for such a gentle soul, the only one to ascend to the throne through regicide.
Avad never thought he would be king. His older brother was always stronger, bolder, and more athletic, making him a fitting heir. Unable to compete on the training grounds, Avad spent his time learning history, music, and poetry, only drilling with swords and bows when he had to. Despite his lack of martial prowess, he developed a different kind of charisma, based on intelligent observation, emotional acuity, and empathy. Ironically, his education and inherent sensitivity prepared him better for what was to come than all of his brother's confidence and might did him.

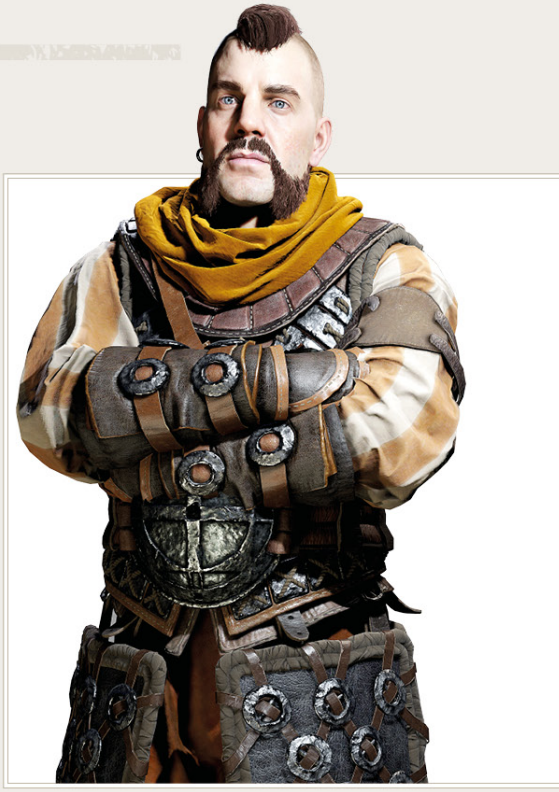
As Avad approached his 30s, his father's reign reached a terrible crescendo, completing its long transformation from a strong government to a blood-soaked campaign of terror. Paranoid and power-mad, the so-called "Mad Sun-King" executed his heir, setting off a chain of events that forced Avad to marshal Oseram allies, take Meridian, and seal his father's fate. In doing so, he seized control of a kingdom that was ravaged by tyranny, threatened by insurgency, and despised



by the other tribes. Yet Avad rose to the occasion, governing with a meticulous and thoughtful style that relied on learned advisors, curried favor with allies, and ended the cruel and repressive policies of his father. At its heart lay a strong moral core, forged by revulsion at the excesses of his forbear, that emphasized the intrinsic worth of all Carja citizens as human beings. Even so, Avad was pragmatic enough to make compromises when necessary, favoring small evils over the larger specters of war and chaos. Thus his reign reflects his personality: reasonable, progressive, flexible, and conflict-averse.

On that last point lies his greatest flaw. He is capable of making tough decisions, but he is too fundamentally decent make ruthless ones, like wipe out the insurgency of which his 8-year-old half-brother is the figurehead. Until recently, this lack of savage expediency (viewed by his enemies as a lack of backbone) was covered up by Ersa, the Oseram warrior who served as the Captain of his Vanguard, also his advisor, lover, and friend. Her blunt counsel often gave him the will to do what was needed, and when it didn't, she went ahead and did it herself. This relationship brought strength to Avad, giving him an equal he knew he could trust – someone who admired his gentility, and whose steel he admired in turn. But now Ersa is missing in action, and Avad must turn to a new warrior for strength and support: Aloy.

Erend



In Oseram society, the clan you belong to forms the backbone of your identity, for better or, in Erend's case, worse. His was a broken clan, decayed by infighting, poor leadership, and most of all, the terminal alcoholism of its leader, his father. As such, Erend and his sister Ersa grew up against an acrimonious background of familial strife, economic uncertainty, and drunken rage. As children are wont to do, they responded in completely different ways. Determined to seize control of the things that mattered most to her, Ersa used this trauma as fuel and fought hard for a better life. Erend, on the other hand, internalized the conflict, which metastasized into the central dilemma of his life: hatred of his father's failings, accompanied by the creeping fear that he is doomed to repeat them. This toxic combination threatens to transform his anxieties into self-fulfilling prophecies, resulting in depression, self-destructive impulsiveness, and excessive drinking.



Yet you would never know any of that to look at him. He is handsome, strapping, and quick to laugh. As an officer of the Vanguard of Meridian, he has risen to an important position, and not without reason. He is a brave and capable fighter who played an instrumental role in Avad's takeover of Meridian. His men know him to be an amiable leader who is quick to reward their efforts by buying the first round, and most would not hesitate to take an arrow for him.

The problem is, much of his confidence is due to his sister. Throughout his life, she has been there to influence him, guide him, and when necessary, kick him in the ass. She's the one who made sure

he trained hard, she's the one who helped Avad plan the attack on Meridian, and she's the one who got him his slot on the Vanguard. Without her to check up on him, he tends to make rash decisions, let his temper get the best of him, and sneak back to the pub. To his credit, he has relied on her strength without co-dependent rancor or resentment, except for a bit of pouting after she scolds him, instead looking up to her like the parent he wished he'd had.

Soon after Aloy meets him, Erend will find himself at a crossroads. Ersa, the force that lent him stability, has been murdered, and just when he wants to retreat to a bar and drink himself unconscious, he has been given more responsibility than ever before: his sister's job, Captain of the Vanguard. Riven by grief, rage, and desire for revenge, he is teetering on the brink of total collapse – and same as ever, only a strong woman can set him right.





Vanasha

Vanasha is a spy from Meridian working undercover among the Shadow Carja. For the past two years, she has been running a covert operation in the Citadel, posing as a handmaiden to Dowager Queen Nasadi, mother to the pretender Sun-King Itamen. Her mission is to convince Nasadi to defect, and she has succeeded, so much so that Nasadi thinks of herself as the originator of the plan, and Vanasha merely the trusted minion tasked with making the necessary arrangements. But due to other circumstances, the Citadel has been locked down, forcing Vanasha to turn to Aloy to clear a path for Nasadi and Itamen's escape.

As her progress with such an important and dangerous mission suggests, Vanasha is an elite agent at the pinnacle of her game. She trained for years under the personal tutelage of Blameless Marad, the Carja Spymaster, and though he would never admit to her face, he considers her to be his greatest asset. A gifted actor, she is adept at disguise, persuasion, manipulation, and extortion – whatever it takes to get the job done. She is also an expert at other forms of spy craft, including stealth and assassination, though she considers violence a messy and imperfect way to achieve her goals.

As someone capable of wearing a dozen masks, it can be difficult for Vanasha to reveal her "true" personality. Even when she thinks she is being authentic, it might not be so, for she tends to salve her personal pain with thrill-seeking, adventure, sex, alcohol, and a cynical sense of humor. She thinks these things make her feel free and alive, but in reality they are distractions she employs to bury the scars of her upbringing. No one but Marad knows the details, but rumor has it that she was the daughter of a servant family that suffered terrible indignities at the hands of a powerful cleric. If it's true, it explains her disgust with the fundamentalist corruption of the Shadow Carja insurgency, and her loyalty to Avad's more progressive regime.

Helis

Called the "Terror of the Sun" by the other tribes and even his own soldiers, he is the leader of both the Shadow Carja insurgency and the Eclipse cult. Before becoming those things, he was the most decorated soldier of the Carja Sundom.





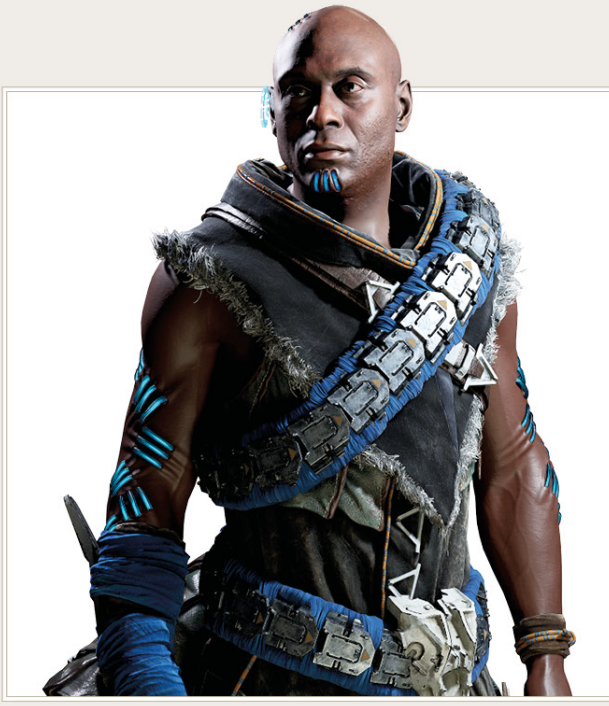
He did not become a kestrel for glory, as others did. While they slept, he trained. While others succumbed to wounds, he fought on. He neither questioned orders nor betrayed any weakness. And as he moved up through the ranks, even the Mad Sun-King took note. Here was a man worth honoring, an instrument of the sun who would never fail. The more cruel and demented the king became, the more he relied on his unwavering right hand to punish his enemies and gather slaves for sacrifices. Helis became the second-most hated man in the land, behind only his liege.

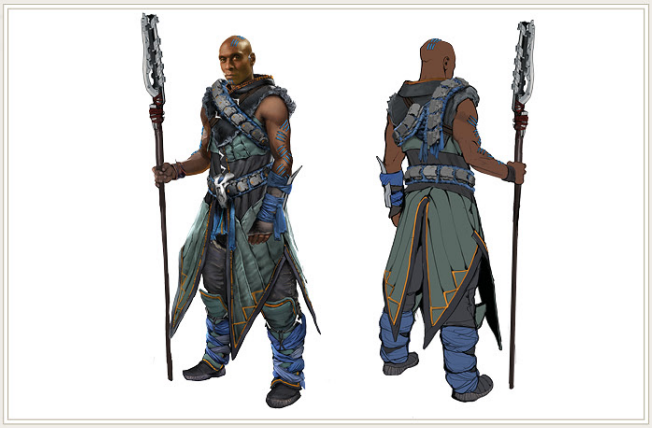
He had but one joy in his life besides war – his wife, a beautiful woman of noble birth. She was the only one who understood him, who could unlock a different side of him, who could tend his wounds and soothe his soul. But in one long winter night, Helis lost both her and their unborn son. The Mad Sun-King granted his faithful servant an unheard-of honor: he cremated and interred the ashes of Helis' wife and her unnamed son beneath the Spire, the burial place of kings and heroes. That honor burned in Helis' heart whenever he fought for his king. Helis was away on a mission when Oseram freebooters schemed with rebels and traitors to conquer Meridian and murder the king. (It must be noted that the rest of the land saw this as a joyful liberation.) That day, Helis forged a new purpose: to take back his city – and the resting place of his wife – by any means necessary.

SYLENS

Sylens is a larger-than-life figure who has become the subject of myth and legend across the known world. Shamans, outlanders, and adventurers refer to him as the Dark Wanderer, a warrior-sage who scours the earth for his own inscrutable purposes. Those who have had dealings with him know that he is a machine hunter with no equal, that he pays handsomely for esoteric artifacts and machine parts, and that he kills without compunction if crossed or impeded. It is said that no man can surpass his lore, and that he collects every scrap of knowledge he can find, from tribal songs to crafting schematics to locations of ancient ruins.

No one except the man himself knows how this hunger for learning originated. All agree that he came from the frozen lands of the Banuk, but his early life is shrouded in folklore. Some say he was banished by his tribe for breaking taboos, left to fend for himself in the frigid wastes. Others tell the tale of an orphan, his parents slain by machines, who taught himself to hunt them in a cycle of never-ending vengeance. Still others speak of a young shaman who discovered something portentous buried beneath the ice, an ancient riddle that changed his life forever.





Whatever his background, his "inscrutable" purposes are actually simple in essence: He wants to know the origins of man and machine. Like Aloy, he was born with a keen mind, and he could never accept facile or mystical explanations for observable phenomena that were obviously complex. It was easily apparent to him, for instance, that machines were made instead of born, and that the key to their construction lay somewhere in the ruins of the old world. It was clear that they followed some pattern or purpose, a plan that he could only see part of. He has always burned to know more.



Elizabet Sobeck

Elisabet Sobeck (born March 11, 2020) was an American scientist, roboticist, and engineer, widely regarded as one of the greatest minds of the 21st century. Born and raised outside Carson City, Nevada, she enrolled at Stanford University at age 13, earning a BS in Experimental Physics and Computer Science at age 16. She completed her Ph.D. in Robotics and Artificial Intelligence Design at Carnegie-Mellon University in 2040 and joined Faro Automated Solutions as a Junior Scientist the same year, rising quickly to Chief Scientist at the age of 22. Over the next eight years, her green robot designs played a vital role in realizing the environmental cleanup and detoxification efforts of "The Claw-back" decade, propelling FAS to the forefront of its field. In 2048, she suddenly resigned from FAS, protesting the company's pivot to automated military technologies. In 2049, she founded Miriam Technologies, a firm devoted to "life-positive" robotics and other technologies. Miriam has since become one of the world's largest suppliers of green robots, winning numerous awards and accolades, including the 2053 Nobel Prize for Physics and the 2056 Rachel Carson Award for Environmental Progress.



Ted Faro

Theodor "Ted" Faro (born December 24, 2013) was an American entrepreneur and business magnate. He was the founder of Faro Automated Solutions (FAS), the largest corporation of all time, the world's wealthiest individual, and the first-ever trillionaire. Born and raised in Salt Lake City, Utah, he enrolled at the University of California, Los Angeles, where he studied business for two years before dropping out in 2033 to start FAS. Though it struggled at first, the company broke through at the end of the troubled 2030s with its popular lines of personal servitors and bodyguard bots, then exploded when its famous line of green robots led the race to solve the climate crisis during the 2040s "Claw-back." At the end of that decade, FAS opened a military defense branch, dominating the world market for automated military platforms by 2053. The success of FAS made Mr. Faro the world's best-known businessman, one of its most sought-after speakers, and a major voice in politics, culture, and international affairs.

THE NORA

The Nora are a reclusive hunter-gatherer tribe whose culture combines a fierce hunter-warrior ethic with avid religious worship of nature, motherhood, and child-rearing. All-Mother, their Goddess, is embodied by a mountain, and they believe that guarding its environs is their sacred duty. A matriarchal society, the Nora are led by female elders called Matriarchs. Hunter-warriors called "braves," predominantly but not exclusively male, expertly hunt many machine species and guard tribal lands from hostile outsiders. No other tribe in Horizon matches the Nora's skill in archery or exceeds their ability to track quarry.







SOCIAL ORGANIZATION

The Nora is a matriarchy, governed by female elders called Matriarchs and High Matriarchs. Every grandmother with at least two living generations of progeny is a Matriarch, and serves the tribe as wise women, healers, arbitrators of disputes, and sources of religious authority. But even this cadre has an elite: the High Matriarchs, great-grandmothers with three or more living generations of progeny. It is the High Matriarchs who decide matters of tribal law and adjudicate the gravest disputes. The High Matriarchs are the Nora's ruling council; the Matriarchs, their ministers.

A Matriarch serves the tribe until death or infirmity, unless misfortune should cause the death of an entire generation of her progeny, tragically disqualifying her or demoting her from High Matriarch to regular Matriarch. (As it is rare for a Nora to produce more than two children, and they live in a dangerous environment, the ranks of the Matriarchy tend to be somewhat dynamic.) Matriarchs have the authority to settle most disputes in their home settlements. The Nora do not have an intricately codified system of laws, so judgment of lesser disputes and transgressions tends to be made on an ad hoc basis, guided by the rich body of folk stories and traditions that govern their way of life. Major transgressions, on the other hand, are clearly defined by the tribe's taboos, the violation of which provokes outrage, shunning, or even being expelled from tribal land.

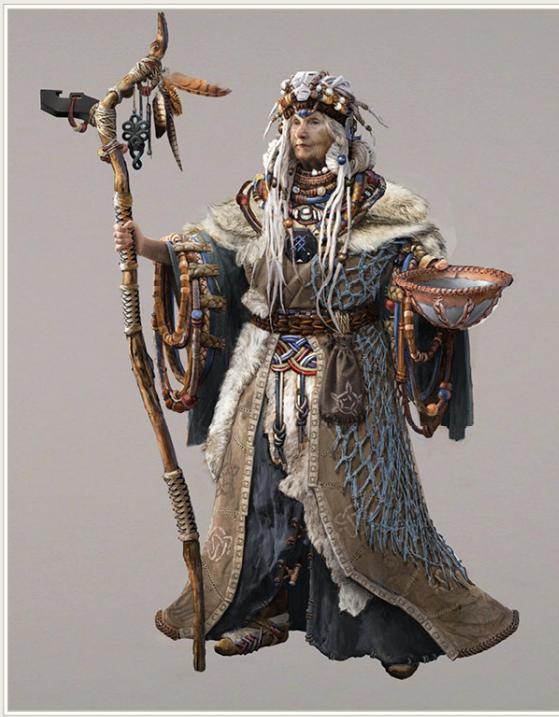
Nora culture is generally communal. Hunters share their kills, and gatherers their harvest, with the entire settlement. Most Nora live in communal lodges as well. That said, structural

divisions and practical causes do give rise to subtler forms of social stratification. Matriarchs live in well-appointed lodges or, in small villages, single-family structures, and are exempt from the work of gathering berries and plants. Pregnant women and nursing mothers are also exempt from this labor. Some individuals boost their social status by sporting superior weapons, clothing, or other equipment, either because they are skilled craftspersons or have received these items as gifts. And in circumstances of hardship (such as intense winter storms), a village's Matriarchs may apportion scarce food according to the perceived value of individuals, with able-bodied women and hunters (who can procure additional food), and children receiving preferential rations.



Braves hunt for food, escort gathering parties, and patrol tribal lands, driving off or killing trespassers. Gatherers forage for nuts, berries, edible roots, and usable plants, and also practice "forest gardening" to intensify food and fiber output. The Nora hunt deer, rats, raccoons, rabbits, foxes, badgers, and birds. Meat from these animals supplements the food found by gatherers; Nora garments mainly consist of their fur and feathers, and are accented by robotic parts, such as synthetic fibers and plasteel components.

Gender Roles



The Nora generally consider women to be more intellectually and physically flexible than men: less impulsive, less rash, and better suited to planning for the long-term happiness of individuals and the tribe. These qualities are seen as stemming from their defining role in the creation of new life.

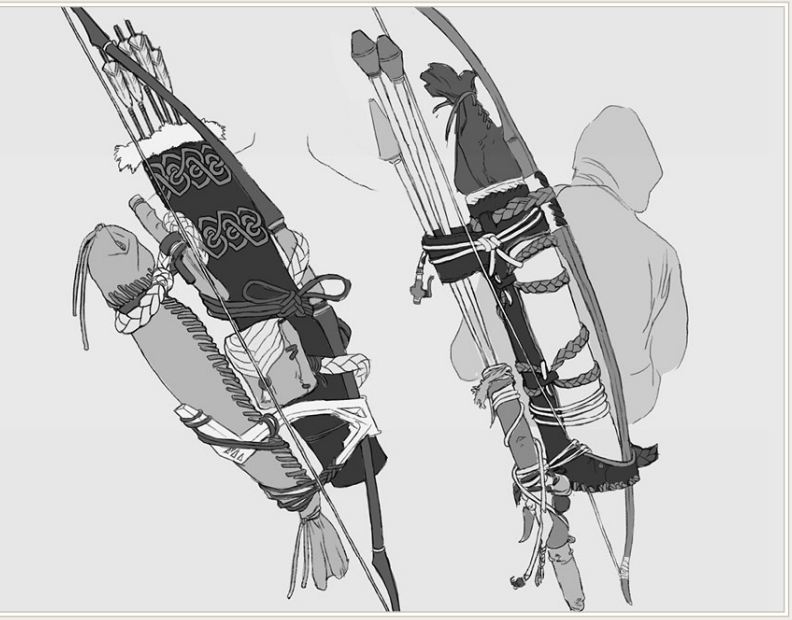
The Nora's religious beliefs hold motherhood as sacred. Indeed, the creation of new life is seen as divine (approaching the power of All-Mother, the Nora deity). The decision to become a mother is not taken lightly, and some women never do so, perhaps focusing entirely on serving the tribe as a brave. The Nora believe in equilibrium with nature. Having more than two children strains resources and is discouraged. To become a grandmother is considered a great honor, and a great-grandmother a greater honor still. Conceptually speaking, Matriarchs are "super-mothers," serving the tribe not just as grandmothers but as symbolic mothers to entire settlements.

Kinship

Nora trace descent matrilineally, and derive social status from the mother's prestige. For example, the children and grandchildren of a Matriarch have higher social status, and the progeny of a High Matriarch, even more. This status plays out in informal ways, shaping whose opinion receives weight, who is given mate-blessings, etc.

Nora do not "marry." Adults are free to carry on romantic and sexual relationships with other adults as they choose (even across gender lines), with the crucial stipulation that having children is forbidden unless sanctioned by the Matriarchs with a "Mate Blessing." Women propose Mate Blessings to men when they want to have children. A child is seen as an inviolable compact between the two mates, with clear responsibilities that bind the parents together so long as the child lives. A Matriarch must sanction this union. Nora mothers have full parental rights over their children. They can dissolve a Mate Blessing at any time and keep the children.

While women are perceived as being superior caregivers, they are not solely responsible for child care. Men are expected to watch over and foster children, teaching them stories, playing games, and providing discipline to a more or less equal degree. Nora women enjoy a degree of leisure time equal to Nora males. A man is expected to continue his parental duties even if his Mate Blessing has been dissolved.



Material Culture

Nora settlements are peppered throughout what was once the Rockies, always in easily-defended natural locations. While the tribe's "capital" village, Mother's Heart, numbers around 150 inhabitants, most settlements are small hamlets of 5-10 structures with 20-50 individuals living together.

Watchtowers guard the approaches to Nora villages, and provide observation posts for hunters tracking herd movements and watching for trespassers at a distance. The Nora also keep supplies in hunters' shacks and blinds throughout their territory, allowing hunting parties to spend nights in shelter away from the village. Most Nora share shelter in wooden lodges. Nora who distinguish themselves may be allowed to live in single-family dwellings for a time, or even to build their own.

Nora rely on natural geological features such as steep slopes, rocky outcroppings, gorges, and swift rivers to protect their villages from robot intrusion. They respect the boundaries of robot spawning sites, and do not interfere with the protector bots that guard these sites. Historically, the Nora regarded all robots as children of All-Mother, and hunted them with great respect. This practice continues, though with increasing confusion due to the robots' heightened aggression during the last 19 years.

The Nora subsist on meat from animals, and gathered berries, nuts, and plants. The ideal Nora economy would be communal, promoting sharing and gifts that strengthen relationship ties and bonds of obligation. But in reality, currency introduced by the Sun Carja has proved too useful to dispense with.

Nora hunters wear garments derived from robots, usually synthetic fibers and plasteel components. They decorate these garments with animal fur and bird feathers. They are masters at working with wood, beading, sewing fur, and weaving plant fibers. They use substances harvested from robots as paints, using them to decorate their skin and to create crude representational displays of robots and hunting practices not entirely dissimilar to cave paintings.

The Nora have little capacity to work metal. They can break up robot components and reuse them, sometimes by cutting or hammering components into different shapes. They make extensive use of robot components for other purposes as well, using cords and cables to lash together timber or to fashion belts or slings, etc.

Nora songs express gratitude for the bounteous gifts of their creator, esteem for the life-giving service of motherhood, and admiration for prowess in hunting and fighting.

Military Culture

Nora train from an early age to use a bow and are dead-eye shots. They are also adept with spears and knives. Their expertise in stalking robot prey makes them deadly ambushers on their home terrain.

The Nora are extraordinarily skilled and inventive at using robot components to increase the killing power of their weapons and defensive value of their armor. For example, many hunters rig power cells to their spears and use arrows with sharpened plasteel heads. Braves tinker with and craft weapons before every hunt.

Religious Culture

Nora religion centers around motherhood, birth, nature, and a mythical relationship between their deity All-Mother and the main forms of life in the world: Humans, plants, animals, and robots, which they refer to as machines. Key tenets follow:

- Nora religion is informal rather than institutional. Living nature, personified in All-Mother, is all around them and available to all. The idea of going inside a building to worship is alien to them. They regard their daily behavior in accordance with nature, in balance with nature, as a kind of prayer. It is their sacred duty to tend to and respect existing life, and to foster and give birth to new life.
- The Nora believe that all life forms – not just humans, but "Metal Children" (their term for ancient robots), animals, and plants – were born into the world from the birth channel of All-Mother, a landmark they worship as the physical body of their god.
- According to Nora myth, the Children of Metal grew to desire supremacy over other forms of life. They rebelled, building cities to challenge All-Mother's soaring height. Then they tried to kill All-Mother's other children – humans and animals. In the climactic battle of this rebellion, the leader of the Children of Metal – a "Metal Devil," tried to destroy All-Mother.
- All-Mother killed the Metal Devil, leveled the cities, and cast a curse on the Metal Children.
- The Nora notion of the afterlife is to live on in the memory of others, All-Mother most of all. Nothing is forgotten. The greater and better their deeds in life, the more they will stand out in All-Mother's omniscient recollection, and the more those deeds will be described in Nora story and song. True Nora want to be spoken of and remembered in positive terms; conversely, to be cursed is a terrible scar that lingers beyond death.
- The Nora view the lands around All-Mother as sacred and holy. Other places are tainted and corrupted, either because their inhabitants turned away from All-Mother (the lands of other tribes) or because they were hives of rebellious Metal Children (ancient ruins). Nora who venture into tainted lands without the proper blessing become corrupted. Trespassers who cross into Nora territory without blessing rituals to ward off their corruption, defile it. These taboos are a crucial feature of Nora culture.

Morals and Ethics

The Nora deem it a paramount responsibility not to take more from the land (from All-Mother) than they deserve, and so strictly regulate their population. They also believe that they are the guardians of this sacred land, the First People, and the "true children" of All-Mother.

Nora place a high value on communalism. Food is shared, as is shelter (most of the time). There is little notion of privacy among the tribe. A good Nora is one who works hard to foster and improve the life of the tribe and children in particular, or to protect them. Self-promoting behavior, such as bragging, is disapproved of, and selfish behavior such as food-hoarding is a major offense. This doesn't mean that Nora don't compete for meritorious distinction; they do. But the individuals who "win" are expected not to brag about it and to share any benefits of their winnings or status.

Nora Matriarchs dispense justice on a case-by-case basis, using folklore as a guide and always attempting to craft a punishment that fits the crime. There is no written code of laws. In general, Matriarchs prefer punishments that have a productive outcome, preferably involving reparations or rehabilitation. For the worst crimes, sentences may include death or permanent banishment, in which case the offender would be branded as a reminder of their outcast status. For theft, the offender would be expected to repay the victim through money, goods, or service. If a hunter were to kill another in a fight or dispute, he or she might be sentenced to serve the victim's family, in effect replacing the child or parent that was lost.

Some crimes, like breaking taboos, are punished by shunning, which differs from banishment in that 1) it is temporary and 2) it is within Nora lands. Terms for shunning might last anywhere from 6 months to 10 years.

Seekers are Nora granted immunity from the taboos against exploring ancient ruins or leaving Nora land. Only a Matriarch may confer the blessing of this status. In practice, it is only granted when there is a compelling reason to send



a Nora into a ruin (to clear out bandits, for example) or to a distant land as an envoy.

Ceremonial Culture

Nora ceremonies recognize the seasons and also major cycles of robot behavior (the spawning of herds, their departure and return). Childbirth is heavily ritualized, as are hunts, with blessing rituals and strict codes of proper behavior. Not surprisingly, birthdays are a major occasion. The focus of the celebration, however, is not the person who has lived another year, but the mother who gave birth to the person. Children are thus expected on their birthdays to give gifts to their mothers and spend the entire day with them. If the mother is no longer living, the child spends the entire day at the mother's grave site.

The most significant ritual, held every year, is "the Proving," in which youth compete to be recognized as adult Nora. To pass the test is moderately challenging, but to win the contest is very difficult indeed. Every year, the Proving's winner is given a special audience with the Matriarchs and is allowed to make a special request, such as an immediate mate-blessing or a bow crafted by a master bowyer. So long as the winner's request is reasonable, the Matriarchs will grant it.

Intercultural Relations

The Nora generally avoid contact with other tribes. They abhor trespassers and will use force, often deadly force, to drive hostile intruders and stubborn poachers from their lands.

In the two decades before the Derangement, the Nora opened their borders a bit and established limited trade with the Carja and Oseram tribes. Commerce was conducted through trading posts established at their borders, places where they could mingle with outsiders without giving them free access to the Nora interior. This period of relative openness ended with the reign of the Mad Sun-King Jiran, who raided their lands and took slaves for human sacrifice.

When the game begins, the Nora are just beginning to take tentative steps to reconnect to the outside world. Trading posts have been re-established at the Carja border. The Matriarchs have even let a small number of Carja dignitaries attend the Proving.



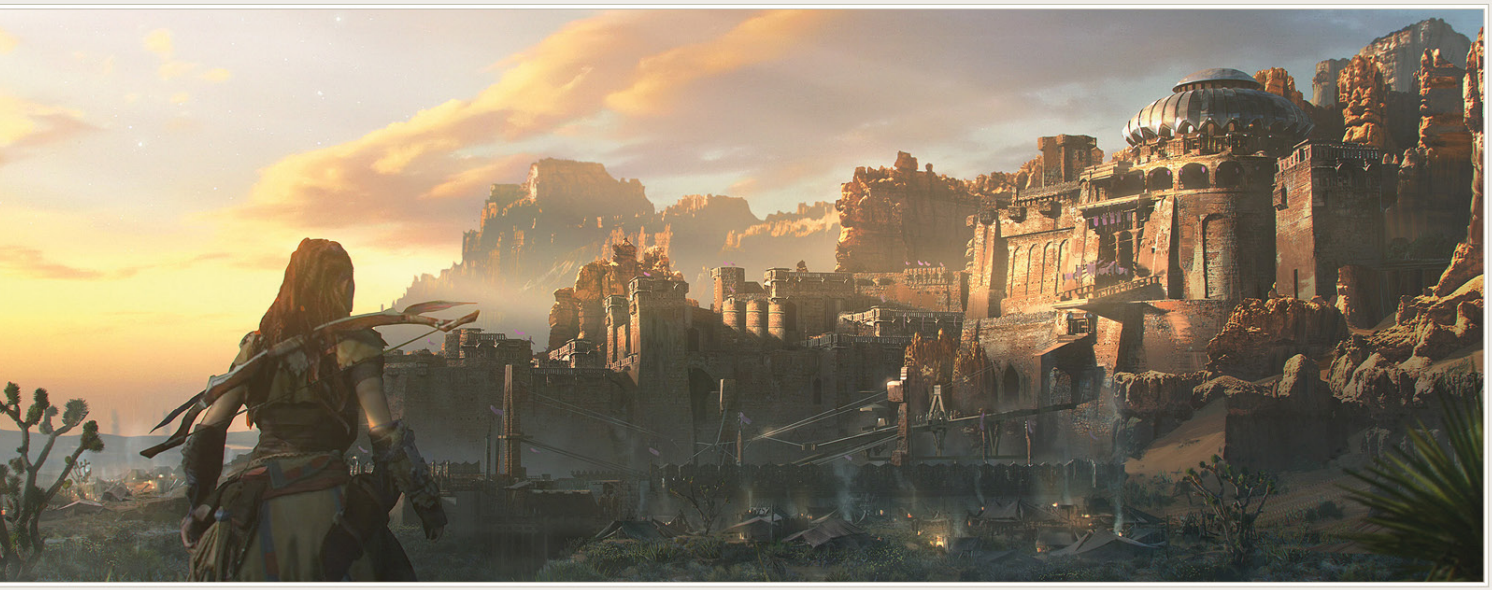
- The center of Nora territory is referred to as "The Embrace." It is a heavily defended area that contains the tribe's main landmarks and settlements.
- All-Mother, the mountain which the Nora regard as the physical embodiment of their god, who died to kill the evil Metal King half-buried on its slopes.
- The birth channel of All-Mother, a steel-ribbed tunnel that leads to the womb of the mountain. Only Matriarchs may pass the threshold of the tunnel. Within lies a large chamber that the Matriarchs regard as a sacred place, and use for monthly gatherings. At one end of the chamber stands a sealed, impenetrable vault door.
- Mother's Heart, the tribe's main village.
- Several villages throughout the Rockies, including Mother's Crown and Mother's Cradle.
- Watch towers, usually near villages.
- Hunters' lodges and blinds throughout Nora lands.

THE CARJA

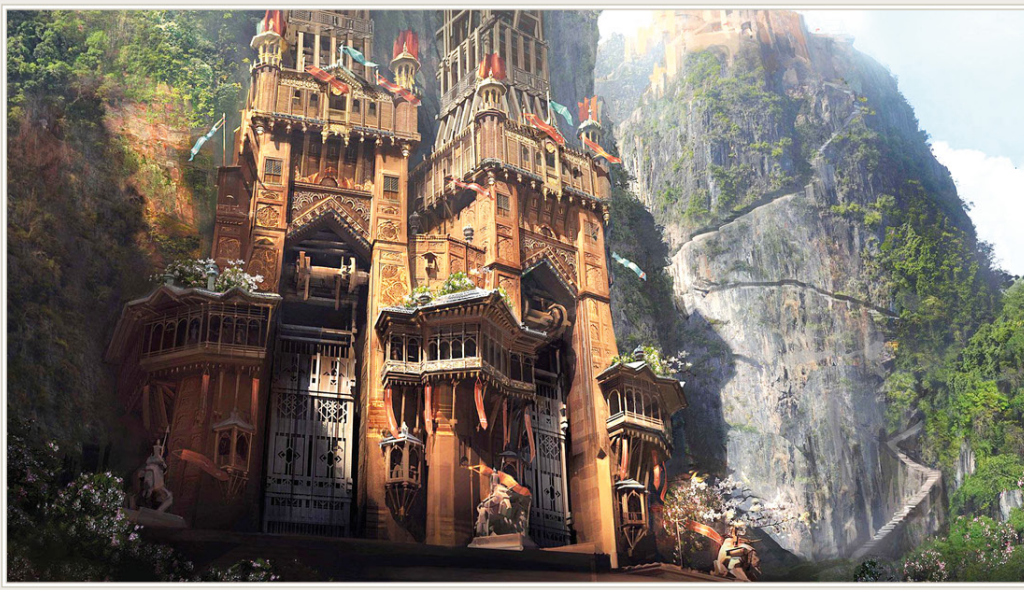
SUMMARY



The Carja are the largest tribe and only true "kingdom" in Horizon's world. For centuries the seat of the Carja's government and religion was Meridian, but a crisis of succession has fractured the tribe into two opposing factions. The first, known as the Carja Sundom, holds dominion from Meridian under newly installed Sun-King Avad and his Oseram allies. The other, called the Shadow Carja, operates from a heavily-militarized mountain fastness on the western edge of the game map. It seeks to overthrow Avad and install his younger half-brother Itamen on the throne.









Geographical Locations

Carja Sundom

The entire center of the map is Sundom territory, ringed by frontier outposts and inhabited by subjects loyal to Sun-King Avad, though increasing numbers of Oseram settlers also occupy these lands. At the heart of this domain stands Meridian, the tribe's capital.

Shadow Carja

Further west, Aloy will traverse lands controlled by Shadow Carja hardliners loyal to Itamen, pretender to the throne. The center point of this territory is Sunfall, the mountain fortress that acts as the insurgency's headquarters. A few western outposts also are under hardliner control and serve as bases for their forces.



Landmarks

Meridian

The greatest city in the world of Horizon. Highlights include:

- The Palace of the Sun, home to Sun-King Avad and his court.
- The Market Ring, a bustling arena of commerce, replete with goods from around the known world.
- The Sun-Ring, an arena next to the Palace, designed to be a huge sun dial. During the previous regime, captives were sacrificed in ritual combat here on a constant basis, but current Sun-King Avad has abolished the practice.
- The headquarters of the Hunters' Lodge, an impressive structure befitting one of the most powerful organizations in the known world.
- The Royal Maizelands, clustered in a protected area beneath the mesas of the city above.
- The Spire, an ancient tower of mysterious origin adjacent to the city. Held sacred by the tribe, they bury their most honored dead beneath it.

Sunfall

- The Citadel at Sunfall is an imposing fortification built above a rugged outcrop of rock. It is by far the most defensible of the Carja's many outposts. For two years it has housed the court of Itamen, claimant to the throne of the Sun-King.
- The Camps surrounding the Citadel are home to Carja refugees displaced from Meridian.



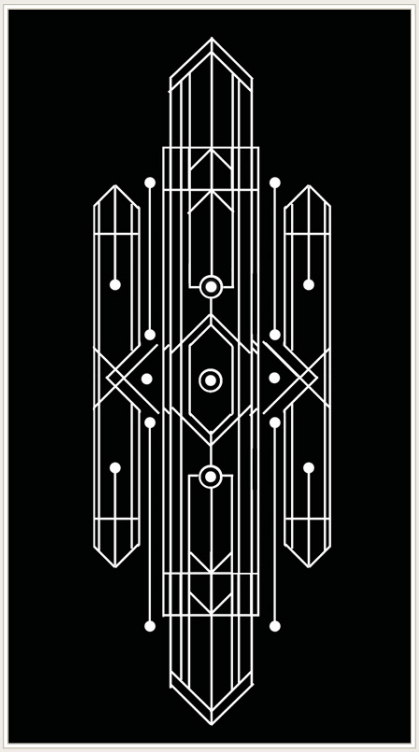




CULTURE

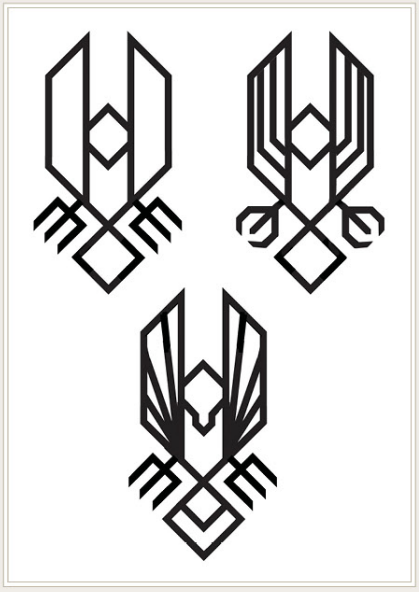
History

The origin of the Carja tribe is shrouded in the myth of its Moses-like founder Araman, who discovered a priceless, glyph-inscribed artifact called the "Leaves of the Old Ones" in an ancient ruin.



Legend holds that eastern barbarians, jealous of Araman's discovery, pursued his clan westward. In his people's most desperate hour, as enemies descended upon them, Araman spied the metal "feathers" of a Glinthawk in the sun. He followed the flight of the machine, and in doing so led his people through looming canyons. When the Glinthawk settled on the tip of a massive tower (the Spire), the light of the sun projected the structure's shadow on a nearby mesa, and Araman knew he had found a safe home for his people. Using wisdom contained in the Leaves of the Old Ones, he directed his people to build the magnificent settlement that eventually became Meridian. Such was the tribe's reverence for the Glinthawk that served as their omen, they embedded the motif of its feathers in every structure they built.

The site was blessed in every respect, and as this small tribe evolved into the Carja Sundom, it proved to be the source of their power. Their protected, fertile land led to robust population growth and enabled them to feed sizable armies. Their central location made them the hub of trade in the known world. As decades passed, they developed a powerful military and a highly sophisticated culture. Their goods, from soap to perfumes to jewelry to textiles to weapons, became the most refined and sought-after among all the tribes of Horizon.



The Carja social order, hierarchal from the beginning, evolved into a pyramid with an absolute spiritual and political leader at the top: the Sun-King, whose whim was law. His dynasty, which traces its bloodlines back to Araman, has ruled the Carja for fourteen generations, producing good leaders and mediocre ones, but always expanding the power of the Sundom.

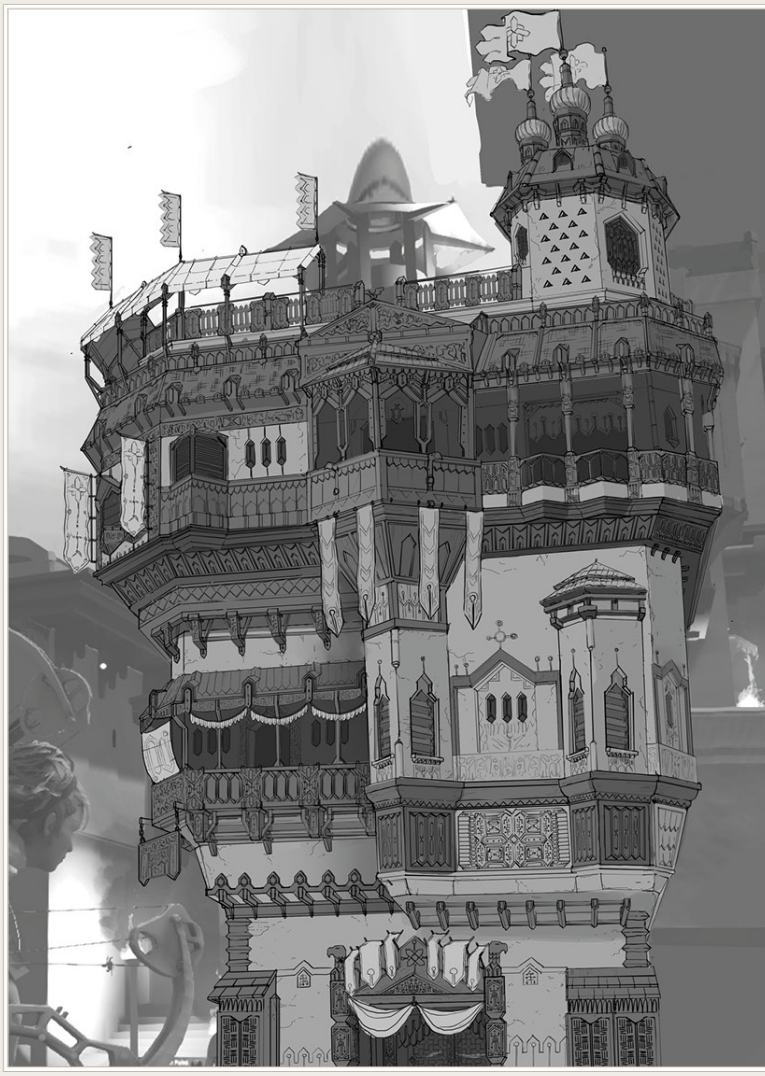
They did so in a myriad of ways, but rarely through direct conquest. Where they saw poverty among the other tribes, they introduced trade, generating gratitude and fostering dependence. Where they saw chaos, they created order in the form of puppet rulers or Carja "advisors." Where they saw disunion, they sowed rivalries, keeping potentially unifying clans or warlords at each other's throats. Where they saw weakness, they attacked with raiding sorties or merely threatened to do so, then demanded tribute for forbearance. Over time, nearly all of the major tribes fell under their sway, including the Oseram and Banuk. Only the Nora, with their fierce warrior culture and mountain borders, kept them at bay.

The Sundom reached the pinnacle of its power under the 13th Sun-King – Jiran, the shrewdest and toughest monarch to date. His fate, and that of his three sons (Kadaman, Avad, and Itamen), brings the tribe's history up to the start of Horizon Zero Dawn, as summarized here:

- Facing increasing unrest in an ever more dangerous world, Jiran resorted to increasingly draconian measures to prop up his reign. Ostensibly to appease the angry Sun God and beg him to bring peace to hostile machines, he and the Carja priesthood invoked brutal religious rituals from the distant past. Over a period of ten years, thousands of captives and dissenters were thrown into

the Sun-Ring and forced to battle machines to the death in ritual combat. Jiran ordered his troops to raid nearby tribes for more and more sacrificial captives and became known as the "Mad Sun-King."

- Three years before the Proving, Jiran's eldest son Kadaman confronted his father, demanding that the carnage end. Jiran, having grown paranoid over the years, responded by sacrificing Kadaman in the Sun-Ring. Avad, the middle son, figured he was next, so he fled the city, leaving the Mad Sun-King with only one heir left in the Royal Palace – four-year-old Itamen.
- On the outskirts of Carja territory, Avad joined up with a faction of Oseram warriors led by Ersa, a former captive (and palace slave) of the Carja. Using powerful new Oseram weapons, they plotted an attack on Meridian to depose Jiran.
- When the attack began (two years prior to the Proving), many Carja soldiers joined the rebellion. Avad and Ersa, along with the Oseram troops, breached the city, entered the Palace, and killed Jiran. The Mad-King's most loyal followers, including many hardline priests and kestrels, fled westward, taking young Itamen with them.
- Avad assumed the throne and rescinded his father's repressive policies, forming a progressive government. He invited his Oseram allies to share key positions. Ersa became the captain of Avad's elite personal guard (known as the Vanguard).
- Meanwhile, the deposed loyalist faction settled at Sunfall and formed an insurgency called the Shadow Carja. Itamen became the figurehead, but the true leaders of the government-in-exile were Helis, the Mad Sun-King's most trusted kestrel, and Bahavas, his High Priest.
- The civil war between Sun and Shadow soon simmered into a stalemate that continues into the game. The impoverished Shadow Carja do not have the resources to mount an effective siege of Meridian. And Avad is unwilling to preside over the slaughter of his former countrymen (and half-brother) that a full-scale attack would surely bring.
- Conditions at the Shadow Carja continue to worsen. There is not enough food to feed the refugees and not enough trade to pay for the army. The ruling cabal, personified by Bahavas, is wicked and corrupt. This theocratic military dictatorship is reviled by most of its citizens.
- Over the past two years, Avad's government has stabilized agriculture, trade, and relations with the other tribes. He has made great efforts to protect his citizens from aggressive robots and make amends for his father's bloody regime. However, problems remain. The insurgency still looms and the army is stretched thin. Many Carja dislike the fact that Oseram soldiers and merchants now share power in the capital, and hardliners on each side plot against the other. Moreover, Avad must constantly fight the perception that he is a soft, weak, and intellectual ruler who refuses to pay the necessary cost in blood and treasure to finally crush the Shadow Carja.





Political Organization

By tradition the Carja have a strict social hierarchy:

- At the top stands the Sun-King, the ruler of the Carja and the living incarnation of the sun.
- Beneath him stand the Priests, who observe the sun and stars, cast auguries, manage the treasury, and serve as magistrates to decide conflicts among Carja of lesser rank.
- Next come the Nobles, typically traders or military officers. Each noble belongs to a family clan. Distinguished nobles serve as commanders or provincial governors at Carja outposts.
- Next are the tribe's fighting men, divided into two sub-classes: Kestrels, elite warriors who wear feathered uniforms, and rank-and-file Soldiers.
- Beneath them are the Artisans, Traders, and Merchants who produce and procure refined goods for the Sundom.
- The lowest class of Carja belongs to the tribe's Laborers: farmers, porters, and servants.

When the Mad Sun-King was killed and the insurgency fled west, some social classes chose sides en masse. Most of the priests and kestrels went with the Shadow Carja, while most the nobles and artisans stayed in Meridian. Many of the laborers at the Citadel have become impoverished refugees.

Gender Roles

Traditionally, the Carja have been strictly patriarchal. A father wields ultimate authority over his family, wife and children both. Marriages are arranged by men. Only men can serve as priests, nobles, soldiers, and artisans, traders, and merchants. That said, with the exception of the Sun-King, every father answers to a higher ranked male, so there are some limits on paternal authority.

Despite this tradition, Avad's progressive regime is attempting to give women more freedom and opportunity, especially in the military, using Ersa of the Oseram as an example. Reactionary elements are fighting back, leading to controversy. The Shadow Carja, on the other hand, cling to draconian tradition and allow women no new rights or privileges.

Kinship

Lineage is traced through the blood of the father. A man, usually a grandfather or father (or a brother if the father has perished) establishes and maintains a household for the family. Depending on his wealth and status, he may take extended family under his roof, or even his servants' families. A similar pattern holds for the lower classes, although the household might consist of only a single room.

Economics

Carja Sundom

Agriculture is the foundation of Carja civilization. They are skilled farmers, tending fields around Meridian and their outposts. Protecting the fields around the capital is one of Avad's most important tasks, which is made more difficult by machine incursions.

The manufacture and sale of luxury goods, including soap, jewelry, and high-quality weapons, makes up another large chunk of the economy. Accordingly, trade has always been an important sector, especially prior to the Derangement. Since the Mad Sun-King's demise, Avad and Ersa have put major resources into bringing back commerce, with considerable success.

Carja noble families traditionally controlled trade, although they tithed heavily to maintain the military and the priest caste. Under Avad's reign, Oseram traders have moved in. These businessmen have, to some extent, succeeded in increasing the pie for everyone, and taxes on their efforts keep the government afloat. While everyone is glad that trade has resumed, many old families are unhappy about the success of foreign traders.

Shadow Carja

The economy at the Citadel, such as it is, is based entirely on the military. Scouts hunt and forage whatever they can. Raiders bring back food and material. Laborers and artisans have been pressed into service, making whatever the troops need first, and anything else second. Everything is strictly rationed, and martial law prevails. Anyone who takes more than their share is summarily executed. The insurgency just barely supplies enough to feed the troops; everyone else is famished.

Morals and Ethics



Obedience to authority is the core ethic of Carja society. For a Carja, to disobey the direct command of a social superior seems like a shameful, even unnatural act, one deserving of immediate corporal punishment (severe beatings) or even summary execution. Children are taught from infancy to obey their parents (and higher authorities). Individual achievement is valued for the honor or benefit it bestows on the collective, whether the Sundom as a whole or the family unit.

Compliance, fortitude, and lack of complaint are admired as virtues. When events go poorly, Carja lament or curse rather than whine. (Against this cultural backdrop, the Oseram's love of bickering and haggling screeches like nails on a chalkboard.)



Clothing

Carja Sundom

Carja clothing varies dramatically with social class. The higher the person's class, the more elaborate and colorful their garb and ornamentation.

Priests wear decorative headdresses and robes. Nobles go bare-headed but dress their hair in complex fashions and adorn themselves with jewelry. Soldiers wear the feathered garb of a Kestrel or go bare-chested, their faces and bodies painted with fearsome patterns that obscure all mark of individuality. Soldiers also tattoo themselves extensively, recording every hunt, battle, and kill. Members of the trader and merchant class prefer colorful flowing gowns. Generally speaking, the garb of the Carja is the most refined and elaborate in the world, a riot of colors reminiscent of India or Morocco.

Shadow Carja

Being driven from their ancestral lands has eaten away at the psyche of the Shadow Carja. They compensate by fervently clinging to tradition. Iconography is more extreme, especially when it comes to armor and military uniforms. Shadow Carja dress varies wildly with class. The military and elites have access to fine or exotic materials through raiding and hoarding, but such access pales in comparison with their cousins in Meridian, so their dress is more austere.

The refugee populace has poor access to materials and has to make do with their limited supply. They wear practical, functional clothing that is appropriate for their trade. Durability and longevity are valued. Many of the refugees are highly skilled and so their garments are skillfully repaired and maintained, but harsh conditions and lack of materials clearly show.

Crafting

As indicated above, the Sun Carja are skilled craftsmen. Teams of artisans labor to create the intricate clothing and jewelry of the higher classes, as well as the weapons of the soldiers. Ornamental and luxury crafting are absent under the difficult conditions of the Shadow Carja.

Visual & Performing Arts

Key symbols are the sun and Glinthawk. These appear again and again as visual motifs in engravings, murals, and on clothing.

Carja Sundom

In Meridian, they commemorate battles and the reign of Sun-Kings with huge engraved panels, and also in dance and song. Avad's reign has seen renewed focus on the tribe's art, with the commission of new murals and works of sculpture, a dedicated beautification program, and a resurgence of music and poetry. Their music is complex and nuanced, relying on sophisticated choral arrangements. Due to the political situation, the most current Sun Carja music tries to avoid martial themes.

Shadow Carja

There are no resources for art, poetry, or drama at the Citadel. You can still hear music, however, in the camps and garrisons. It has the same choral sophistication as the Sun Carja, but with a militaristic, fundamentalist bent.

Military Culture

Carja Sundom

Regular soldiers defend the city walls and police the lower classes. Kestrels used to serve as elite guards and shock troops, but few remain in Meridian. Their function has been largely usurped by the Vanguard, Ersa's powerful elite force. These Oseram soldiers perform the most important and dangerous tasks for Avad's regime, including counterattacking Shadow Carja raiders and fighting back hostile machines.

Shadow Carja

At the Citadel, all culture is military culture. Helis rules, supported by his best kestrels. Bahavas and his priesthood handle domestic and administrative affairs. Shadow Carja soldiers take pride in their station. They consider themselves the unbroken continuation of ancient Carja military tradition. Their ranks, organization, uniforms, regalia and equipment are directly inherited from the historical doctrine of the Sundom, and they view the soldiers of Meridian as pretenders and Oseram bootlickers.



The insurgency has been forced to institute draconian martial law. All elements of society must support the army, on pain of death. The corpses of thieves and deserters hang from the walls of the Citadel to deter those who might harbor thoughts of defiance.

Religion

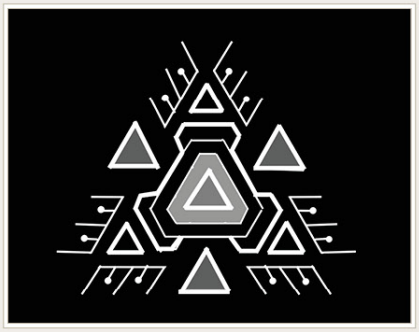
The Carja worship the Sun as a life-giving deity and believe the Sun-King is his human incarnation. The Carja calendar is organized around the solstices and equinoxes. Massive festivals are held four times a year. In the distant past, when a harvest failed or other crisis emerged, slaves or captives were slaughtered in the Sun-Ring during these holidays, sacrificed to bring back the favor of the Sun God. Later, these rituals evolved into theatrical performances or gladiatorial games. For a period of ten years, Jiran brought back the sacrificial rites, but Avad again suppressed them upon taking the throne.

Blood sacrifice is only one aspect of Carja religious fundamentalism; there is also a strain of dark mysticism, going back centuries, that calls for moments when righteous men must turn from the sun and call upon the powers of shadow to accomplish what the weak or faithless cannot.

The Banuk

The Banuk are a fiercely individualistic tribe of hunters that inhabit the northern reaches of the world, in a cold, icy climate. They see survival as a lonely imperative, a measure of the individual's will against the harsh extremes of their territory. Their individualism makes them highly meritocratic. It doesn't matter what you look like or what your gender is, it matters if you can become the best… especially at survival.







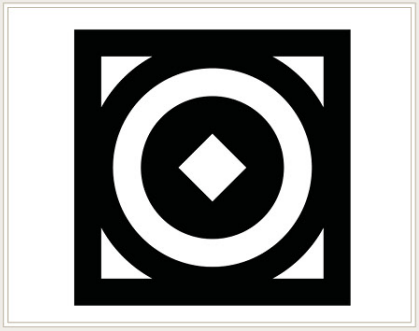
Banuk history is nomadic. Although they do have permanent settlements, these are never as structured or fortified as those of the Carja or Oseram. Their main social structure is called a Werak, a loosely-knit group of hunters and their families that follow a dominant chieftain. Chieftains can be deposed and replaced through contests of skill or combat. The Banuk believe that sparks of divine energy, not unlike spirits, inhabit the machines. They call this energy "the blue light," which is infinite and replenishes itself. It is therefore not taboo to hunt and kill machines. Indeed, doing so proves the hunter has overcome a challenge and is worthy.

Banuk Shamans have a special responsibility to study and interpret the machines. As such, hunters always offer them the carcasses of their machine kills. It is taboo for hunters to harvest these kills without first making such an offering (unless it is impossible to do so). Shamans use components from these kills to provide important practical and cultural objects: Ritual decoration, dyes for rock paintings, musical instruments, special ammunition, and more. Over the years, they have become adept at coming up with new uses for such components, without ever fully understanding how they actually work. Shamans sometimes escort hunters on important expeditions, and may use some of their unique creations to help find or fight machines.





The Oseram



The Oseram are a large tribe of loosely-confederated clans inhabiting "the Claim," an area north of the Carja Sundom and west of Banuk lands. Renowned for their exceptional skills as smiths and traders, the Oseram represent the high-water mark of general technological knowledge in the world of Horizon. Culturally, the Oseram value independence above all, and prize functional practicality over decorative beauty.

Oseram settlements usually consist of circular or conical structures, and exhibit considerable engineering ingenuity. The walls around their villages are armor-plated; gates are drawbridges or portcullises; winches and cranes transport goods over the walls to waiting porters or boats. Blast furnaces melt down machines for salvaged metals, which foundries mold into weapons, armor, or a dizzying assortment of component parts ranging from lantern housings to small clockwork gears and springs for artisans who construct clever, intricate mechanisms.



The Oseram treat their vows as contracts. Honesty is the prime virtue. If an Oseram swears something before an audience of fellow Oseram, he can be expected to make good on his word. Cheating or deceiving a fellow Oseram, or even just failing to fulfill a contract, is regarded as a crime. Penalties and punishments, decided by the village ealdormen, range from fines to property seizures to, in extreme cases, painful public executions via frightening mechanical devices.



The Oseram dislike authoritarianism and place a high value on freedom of expression and disagreement. Ealdormen argue openly, and everyone argues with the ealdormen and with each other – about just about everything. Arguing amounts to a cultural pastime.



But when the time for talk is over, Oseram clans can field impressive military forces, featuring heavily-armored foot soldiers with two-handed hammers, ranged combatants with a variety of ingenious weapons, and powerful cannons that can shatter defenses.



An Audience with Guerrilla Games

Many members of the development team at Guerilla Games helped us gather images, data and information for this book. While we were in Amsterdam gathering that material we had the chance to sit down and talk with a few key members of the team about some of the things we noticed during our months of playing Horizon. The fruits of those talks are sure to be of interest to anyone interested in the unique world they've envisioned, so we present them here in full.



John Gonzalez

Narrative Director

At what point did you come up with Aloy's character?

JG Her character was already part of the concept in a nascent form: a tough, quick-witted machine hunter. But her personality and her story were still undefined. Discovering those elements constituted half of the story design process. We had to imagine the cataclysm that ended civilization and gave rise to the machines, and we also had to understand exactly who Aloy was, what drove her, and how to make her personal quest compelling to play.

Was the relationship between Aloy and Sobeck part of the original concept?

JG No, the original concept really was limited to the three elements we already touched on: post-apocalyptic nature, robotic wildlife, humans living in tribes. So we had a really cool world, but the history of the world was unknown, and there wasn't really any story to speak of.

The relationship between Aloy and Sobeck came to me along the way as I sought to answer the big questions of this strange new world. I knew that I wanted to make the cataclysm that ended human civilization as dramatic and terrible as possible. I wasn't satisfied by the idea that nations had fought each other with robots and destroyed civilization in the process. That seemed underwhelming – exactly the scenario you'd expect when you looked at the world – and it didn't explain why humanity would lose technological knowledge. And so I started focusing my imagination on the idea of a radical discontinuity between our world and the world of Horizon, a rupture in history. What if the cataclysm didn't just end human civilization, but literally destroyed life on earth, reducing it to a barren rock? Well, that certainly satisfied my desire for something dramatic and terrible!

The usual science-fictional cause of a catastrophe of that magnitude is the Grey Goo scenario. But my research into military robotics showed that you didn't need nanotech to destroy life on Earth. The military wants robots to be able to self-repair and self-replicate, and there's already work underway to enable robots to consume "biomass" as fuel on the battlefield. If a glitch rendered a swarm of military robots impossible to control, the result would be a mechanical plague of locusts that would strip the earth bare. I found the idea utterly terrifying, which is another way of saying I fell in love with it.



Once I knew that life on Earth had been utterly destroyed, I had to understand how it could end up being lush and verdant again 1000 years later. I briefly considered the idea that human colonists from another world had returned to Earth to rehabilitate it, but that felt like a dead end. Once again, it didn't explain the loss of human technological knowledge. Nor did it feel suitably dramatic. The solution that ultimately grabbed my imagination was that a terraforming system had reconstituted the Earth's biosphere. I fell in love with that idea, too. What a tragic irony, I thought, if humanity's first practical use of a terraforming system wasn't to render Mars or an exoplanet more Earth-like, but to render Earth itself suitable for life once more?

And so Project: Zero Dawn was born – the idea that, in the face of an unstoppable apocalypse, a team of heroic scientists raced the clock to create an artificially intelligent terraforming system. Plenty of drama there. There were still tons of details to work out, of course, but it answered my biggest questions about the world. It gave the robots a purpose: they were servitors of the terraforming system, a distributed network of agents that cared for the biosphere. Likewise, it suggested a mechanism for the loss of human technological knowledge – that something had gone wrong with the sub-system designed to transmit that knowledge.





But to repeat the question – how did the connection between Aloy and Sobeck come about?

JG At the same time I was working on the fiction of the ancient world and imagining how the new world had come about, I was working just as hard to find Aloy's story, too. In the narrative sketches that were done before I joined the project, Aloy was always skilled and tough, but she wasn't special. She was just one machine hunter among many. I wasn't satisfied with that. I wanted to make sure that she was exactly the right character to play in this world and this story, that she had a special role to play.

So that directed my imagination towards giving her a special relationship to the ancient past. Eventually I hit upon the idea that Aloy was the genetic reincarnation of the terraforming system's designer. I was deeply intrigued by the idea that her genetic signature would literally allow her to open doors that were shut to the rest of humanity, and wield technologies no one else ever could. Moreover, it suggested that the terraforming system itself had created her as a response to some new crisis.

I still needed to understand that new crisis, of course, and why Aloy would have grown up without knowing why she was created. And the honest truth is that my initial thoughts for the crisis were pretty awful, both overly complicated and utterly boring. But by then Ben McCaw had joined the writing team and we started working over the new concepts together. We literally spent hundreds of hours testing every idea and plotting out events until they finally formed a shape that we felt was compelling. While I ended up being the person who wrote most of the game's main quest, the story that you experience as you play Horizon is absolutely Ben's design as much as it is mine. Working the story out with him was, hands-down, the best creative collaboration of my life so far.

When Aloy first finds the Focus, does it teach her, as a small girl, how to read and write in English?

JG We wanted to suggest that without belabouring it, the idea that Aloy, because she has a Focus, becomes literate in the "ancient language" of 21st century American English. Hence she can read all those text Datapoints that you discover. Meanwhile, you'll notice that there's another writing system that people are using, which the Focus handily translates into English (or whatever localized language you're playing the game in).









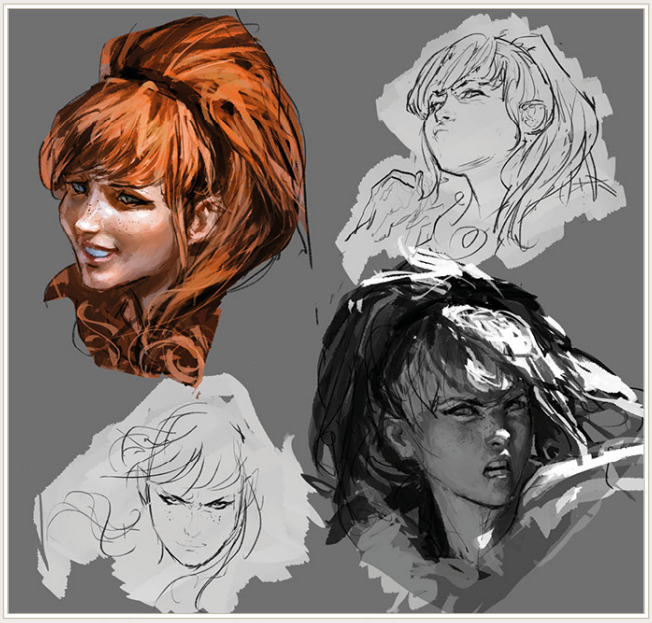
So the other people in the world are speaking a version of English, but they can't read or write it?

JG People throughout the game world are speaking English, and many can read and write it – just not with our alphabet. The glyph language that the Carja created encodes English; it just uses a different set of symbols to do so.

Obviously, this is a point where we took a looser approach to the science-fiction of Horizon's world. In reality, if people started off speaking 21st century American English hundreds of years ago, their language would have morphed into something very different by the time Aloy's story begins. Just compare medieval English with the English we speak in our time. But I didn't see much value in honouring linguistic realities. The world of the game was already exotic in many respects; we didn't want to make it less accessible by forcing players to get used to new dialects. So I decided to fudge it and have characters speak in the same language, whether they're in the ancient past or the tribal present. We still created new metaphorical language to infuse dialogue with some cultural flavour of the new world's tribes, but in all other respects we erred on the side of accessibility.

In the game we learn that the Metal Flowers began appearing 20 years ago, around the time of the Derangement. In the ending we see the familiar triangle flower arrangement around Elisabet Sobek's body. Does this suggest a connection between GAIA and the Metal Flowers?

JG If you pay close attention to the Datapoints you discover along the Main Quest, you'll find a clue as to why Metal Flowers contain snippets of nature poems. That's about as much as I can say without spoiling the fun of discovery.



Did you have any particular inspirations in mind when creating the group of Alphas who designed GAIA?

JG That's a really interesting question. I think we just wanted it to feel like a massive global project that enlisted hundreds of brilliant scientists. Obviously, each Alpha had to be someone of towering stature within his or her field, but the Betas and Gammas are clearly brilliant, too. With the exception of Travis Tate, who was very, very loosely inspired by science fiction writer Bruce Sterling, I don't believe that anyone was patterned after real individuals. They just sort of arose from the material as we crafted the story.

We think the Alphas are some of the coolest characters in the game, because their dialog is so well written and delivered.

JG Thanks for saying that. One of our ambitions was to infuse the backstory of Zero Dawn's race to cheat the apocalypse (since nothing could halt it) with as much emotion, humanity, and humor as we could. One of the big risks of a huge "world mystery" that can only be understood once you've learned a lot of backstory is that it would never end up being more than exposition, that it'd be dry and cerebral. So we imagined the people who worked on Zero Dawn as human beings with their own set of little, niggling conflicts with each other, their own pet obsessions and inside jokes. They were all perfectionists who cared deeply about what they were doing, but they were also big egos. There were even people whose devotion to Zero Dawn didn't stop them from questioning whether the project's goal was worthwhile, if it didn't amount to yet another technological monstrosity. It just seemed more interesting and richer that way.

A lot of characters flirt with Aloy and sound like they'd like to take their relationship further. Did you consider adding a relationship system to the game?

JG We considered including romances in the game, but in the end, our sense was that Aloy is so consumed by her personal quest and the huge dangers breaking out across the world that she didn't really have time to explore relationships yet. As writers, we'd be fascinated to explore that dimension of her character in the future.

We like the Flashpoint mechanic, but wondered if you thought about taking it further and have fully branching narratives?

JG As we developed Aloy's story, we came to the conclusion that the best experience we could give the player was to tell it as a linear narrative. Branching the main narrative to different conclusions felt like it would dilute rather than enrich the story. You do make choices along the way, but we see those as ornamenting the central experience. To be honest, I don't see Flashpoint as moment of narrative choice so much as moments of emotional choice, instants when we pause the story to ask you, as the player,



to empathize with Aloy and imagine how she would respond to a threat or challenge. Our intention was to enrich the player's connection to Aloy, to empower the player to inhabit her character more fully. It's a subtle difference, but I think it creates a distinctive experience.

Flashpoints do resonate throughout the game. What Aloy does and how she expresses herself is referenced later on. For example, the way that Aloy says goodbye to Rost outside Mother's Heart determines what Aloy says the first time she kneels at Rost's grave, should you seek it out. The game includes many moments of that sort that reflect emotional choices as you play Aloy.

Somehow there's a real lack of narrative dissonance in Horizon. Aloy remains a believable, sympathetic character right until the end of the story, despite killing so many Bandits and Cultists to get there. Why do you think that is?

JG One of the things we looked carefully at when designing the story and Aloy's character is when would be the first moment she would kill somebody. That's a significant threshold to cross. We decided to make sure it doesn't occur until the Proving is being attacked. Given the circumstances, there's no moral struggle – it's obvious that the only way to save innocent lives is to fight back. Likewise, we made sure that every time Aloy fights human beings, she's either fighting people who are clearly victimizers (like bandits or the bounty hunters who pursue Uthid, for example). Aloy is not a heartless killer, but she doesn't hesitate to use violence to protect others, or herself. Her violence is fundamentally principled, so I think that's why it ends up feeling coherent with her character rather than dissonant.

What are your thoughts on a potential real-life robot apocalypse?

JG I think it's obviously a real danger. There's a line in the game in which a minor character laments how a century-and-a-half of science fiction did nothing to save the human race from dooming itself. I believe that. Decade after decade, science fiction has done its best to show us the immense potential dangers of robots that can kill human beings. Despite this, military minds want to automate warfare as thoroughly as possible. They want military robots to be able to make kill decisions. They want military robots to be able to self-replicate. They want military robots to be able to consume biomass as an emergency fuel source. So here we are, trembling on the brink of the robotics revolution, and there's every reason to think it's going to be a more profound cultural revolution than the information revolution I experienced in the 1990s and 2000s. Where we're going to end up is anyone's guess. Fingers crossed.

What is your all-time favourite game or games?

JG Ah! In terms of linear narrative in a game: The Last of Us. That game deeply moved me. In terms of emergent narrative: the original XCOM. The remake is quite good, but for me nothing touches the creeping dread of the 1994 original.





HERMEN HULST

Managing Director

You've said you had to bring in a lot of new talent in order to make Horizon. Exactly how big did the team get?

HH At peak we were at about 250 people here in Amsterdam, but there's also a shell of outsourcing vendors. So at peak point there were another 120 artists working for us in East Asia, and there are various other freelancers, like the composers. In the credits list you'll find more than a thousand people. But the team here is about 250 people at any particular time.

What aspects of the team do you think stand out across the industry? What about the team are you most proud of?

HH I would say that historically, we've been good at rendering technology and pushing the hardware, and that enables the graphical prowess of the art team. That in combination with the combat in our games being very visceral and very technical. What we've worked hard at is getting that same production value into the narrative side of things. And it's not up to me to judge if we've succeeded in that. The consumers are the beholders, but that's what I'm hoping for.

Do you think being a Dutch studio has a noticeable impact on the games that Guerrilla makes?

HH Yes, I think it does. I think us being based in the city of Amsterdam means that our studio culture has always been very outward facing. Because we are, relative to the US or Japan or even the UK, such a small nation, we've had to rely on a large influx of outside talent. We've dealt with passports from Zambia to India to North America, and it's hard to pinpoint exactly how that has shaped our product, but it's kind of unavoidable that the cultural makeup of a team determines the product you end up with. It would be strange if that weren't the case.

We've noticed from working on Killzone 2 and 3 that a lot of the core team haven't changed since back then. Do you want to keep the core team together for your next project, or do you always believe in adding fresh talent?

HH I think it's really important that you have both. We have worked hard to retain our core team. It's a lot easier if you already know how to work together and you know what to expect. We have a makeup of our creative leadership including Mathijs as game director and JB as art director, and those guys are so complimentary in their talents that it would be almost impossible to have that kind of creative leadership brand new, hired in for a new project. But in addition, on a new endeavor, a new IP in a new genre, you need to bring in new talent that has the experience that you can't learn. These projects are too large, too ambitious and too expensive to be making beginner's mistakes. And on top of that, if you've been working and doing this for about 16 or 17 years like I have, then it's really important to reach out to a younger generation of developers, because they will consume their games in a different way. They will know how the games are played and even how the business model needs to be and how they purchase their games. So yes it's really good to nurture the old crew, but new experienced talent and also new young talent is also important.

Did you play Horizon a lot during its development?

HH A lot. I would say I'm one of the people who played it the most. I have consistently played the game all the way through, in all of its various states.

How much do you get involved with the production and game design?

HH A lot, and on a daily basis. We have directors from various disciplines that report to myself. Each are responsible for their discipline, but I'm closely involved in bringing them together and working with them In relation to production. I'm not involved in all production meetings, but certainly in some of them on a daily basis.

Did you have much input into Aloy's character design?

HH I have taken executive liberties in voicing my opinion, which I'm very careful with. But on Aloy, that's so dear to me that I've actually voiced some opinions, and I'm not going to tell you which ones. You should ask the art director.



We have already, he said you cared a lot about Aloy's hair.

HH Yeah. A lot.

Do you have something that you would say was a major inspiration while working on Horizon? A book or a film perhaps?

HH I would say Game of Thrones. That has enabled and opened up such a rich and quirky diversity. It helped to allow for our tribal diversity in this game, so I would call that a major influence. Certainly also Planet Earth and its over-dramatized natural representation. That was very important. And The World Without Us is a book that's been really conceptually very influential.

Can you tell us what your all-time favorite game or games are?

HH Pong. That pulled me in. Also, I can't decide between Space Wars for Vectrex and the ultimate game changer, Uncharted 2.





Dennis Zopfi

Machine Combat Designer

Can you tell us which games you've worked on in the past, and if any of those influenced you on Horizon?

DZ I've worked on Killzone Liberation, Killzone 2 and 3, and Killzone Mercenary. The precision shooting that we did on Killzone definitely had some influence on Horizon. We tried to push that a bit further with all machines, especially with the Deathbringer and Thunderjaw.

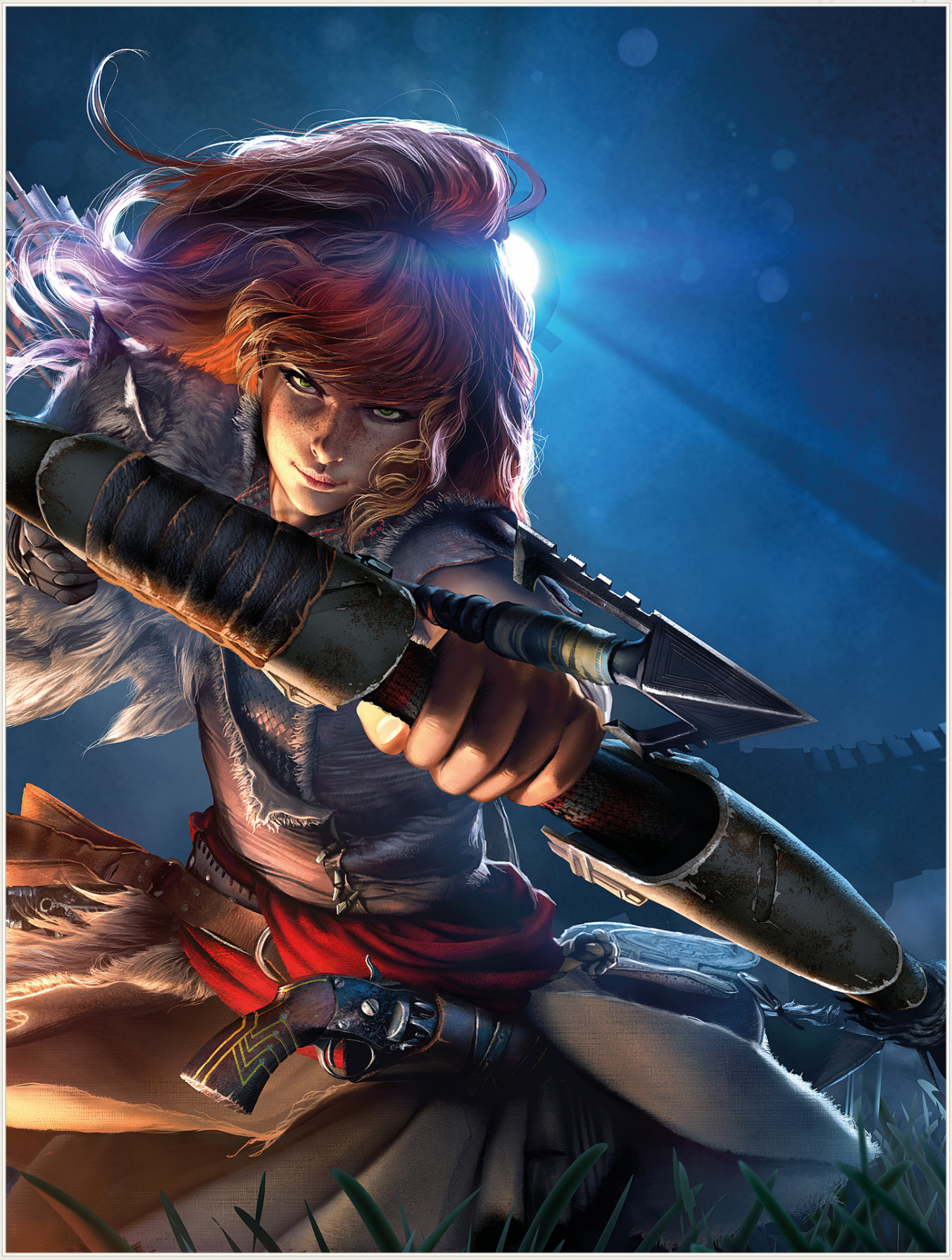
Did the machines start from the very beginning as animal designs?

DZ The first one that we made was the Thunderjaw, which started more as a dinosaur design, purely because we didn't yet know what we wanted to do with the machines as a whole.

That's why it's kind of the odd one out, as the only dinosaur together with the Watcher. After a while we decided to go for more animalistic designs, because







of the ecotopes we had in mind – we looked for creatures that would fit those well. So that players could easily recognize certain behaviors and the roles that they play within the machines' hierarchy.



And how did you end up choosing that specific set of machines?

DZ We had a long list, and narrowed it down further and further. We had to see how many animation rigs we could produce and how much re-use we could get out of them to make the whole thing possible, so even the Thunderjaw which is the odd one out, has its animation rig used again with the Bellowback. And the Watcher is also used for the Longleg. From a production point of view this was essential, and we had to be clever in how we used them and what creatures we could choose. Originally the list was more than 50 creatures.



Were there any early ideas for machines that you tried but didn't quite work or that you didn't end up using?

DZ No. Once we had the shortened list we just iterated on the ones we chose until they worked. There were a couple that were very hard, like the Behemoth. That was in limbo for a very long time, but in the end it all came together. Because it's so big it had different issues with animation and the distances required for it to use certain attacks. It also has ranged attacks and needed to be able to turn and aim fast enough to use them, without looking too unnatural.

What were the challenges in making so many interactive components that can be destroyed by the player?

DZ We had to make an early decision on where to put them, so that they wouldn't be on parts with too much movement. I sat down with the animators and concept artists and looked at where we could put them so that the robot could still move and be flexible, and also so that the component doesn't wave around and look odd when the machine is animated and the player can aim at it. We did a lot of tests with mock-up models for how big things need to be. Each component needed to fit a specific size so the player could hit them at a typical combat distance and so they wouldn't disappear behind other objects.

It's kind of refreshing these days to see so many different parts to an enemy, but with no real lock-on system to make aiming at them automatic…

DZ There is some soft lock-on, like a very subtle aim assist that most players won't notice. We found that hard lock-on took away too much of the skill requirement, and also slowed the combat down. And with so much going on around you, if you're locked on to something there's a much greater danger of being hit by something else that's not in your view. There are audio and visual cues for attacks, but those depend on the player's distance to enemies, so they can't be one hundred percent relied upon. When players are locked-on they often assume that they are safer than they actually are, and we also like to keep the combat more free-form and fast.

We heard that you worked with some industrial engineers to ensure that the machines all looked like they could really exist and function. What was that process like?

DZ Actually a couple of our concept designers are also industrial designers, so with them it was very natural. We had a robotics professor come to the studio and after we showed him where we were, he said "you guys already thought of everything, you've got the hard parts and the artificial muscle in all the right places", so he was amazed by how much we had thought about it. It was still very interesting, though, because he said that when he makes robots they're focused on doing one single thing really well, but natural creatures are also designed in that way; some of them can jump or climb really well, some can see in the dark and so on. So that was our philosophy when designing them – they can do this one thing really well, and then the attacks are designed around that.

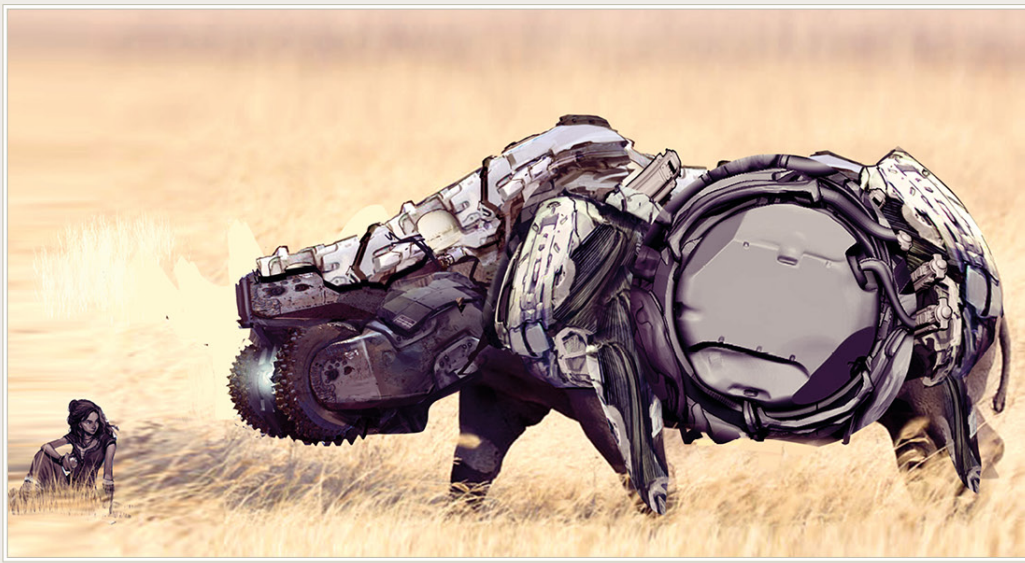
What was the starting point on a machine? Was it all about the function, or a particular attack you wanted to use?

DZ Yeah, once we had decided on a machine, like a Tiger or an Eagle for example, then we asked which kind of attacks immediately come to mind, and also what do we need this machine to do that makes it unique among all other machines. The attacks are used to make each machine feel different enough to the others. So it was a combination of our first association, what kind of environment they are in, and what is needed to set each one apart.

So where was the starting point with the Rockbreaker?

DZ Yeah, the Rockbreaker had a purpose before it had a final form. We knew it could move under the ground and that its purpose was to eat the rocks in the ground and process them into minerals. We needed a ranged attack in addition to the close combat attacks, because every robot goes through a process where we ask "if the player takes out this component, what can the machine still do?" This is so that we don't have situations where the player gets into an elevated position and the machine can't do anything any more. They also need melee attacks and what we call emergency attacks for when the player gets very close, and they need enough components to control some those attacks, so we had this list to check off everything to make sure it all worked together. And the Rockbreaker was one of the later machines we made, so we were used to the process then.

We made the machines first without considering the real environments, in a testing area, then we gave the rules to the quest designers and world designers. The Rockbreaker is one of the bigger machines and has a lot of specific rules. It can only be used on plains because it needs to swim around and dive out at the player. The environments had to have conditions that they need to adhere to, otherwise the machines won't work, and with the bigger ones there were more of these rules. The smaller machines are agile enough to work in most environment types.



Can you talk about the influences for the machines, both their function and their appearance?

DZ Yeah. From other games, the big influences were Monster Hunter, Dragon's Dogma and Binary Domain. Those three games had influences on different areas of the machines and combat mechanics. Also, we looked at fantasy movies, with creatures like the Rancor in Star Wars, for example, and how that moves.

For the appearance, the machines went through quite a few phases. They started out rudimentary and blocky, like a classical robot look, and then became more and more organic as we established the rules separating the 'natural' robots and the ancient war machines. The war machines were supposed to be more insect-like, and the look of the organic machines was defined on the art side by JB and his team. It was a challenge for us as they went through different art styles to make sure that elements of the combat were always readable and working.

Can you tell us anything about the process of animating the machines?

DZ Well we looked at examples from movies, games or real-life creatures, anything at all that stood out as interesting. We looked at moves you'd never expect animals to make, like movies of cats doing silly stuff and kangaroos attacking. Once we established what we needed for the

attacks we looked at any creature we could find that had a similar body type and the kinds of movement they would make.

What are your thoughts on the possibility of a real-life robot apocalypse happening?

DZ Awesome! I'd like to see what those robots look like. Probably very different, very mechanical. I don't think it will ever happen, though.

What are you most proud of in the game?

DZ All of the machines. How they all came together, because when we started it was such a big question mark. When I look back, almost everything that we wanted to hit, as a robot design team, we did accomplish. We didn't have to cut anything, and I'm very proud of what we did.

Can you tell us what your all-time favorite game or games are?

DZ Oh man. Well Super Metroid is definitely one. For sure. Bayonetta too… Maybe Ninja Gaiden Black. And the original Super Mario Bros. I always play that before starting on a new project, because it reminds me of all the stuff that needs to be in a videogame. Things have gotten very stylized now, but that goes back to the core of what every game needs to have. More recently, I've loved the Monster Hunter and Dark Souls games.





Mathijs de Jonge

Game Director

What was your day-to-day routine while working on the game?

MJ As the game director I worked with all disciplines. I had to make sure that everything comes together and becomes a game. On one hand I have to set out a certain direction, so the team knows what kind of features we want, what style of music and so on. The main thing I do all day is either meetings to discuss progress, or playing the game, reviewing the combat. Last year I played the game every day. If there's a new quest, at every stage, starting with documents, I have to review it and keep on reviewing it, and that goes for every stage after that. I'm mostly looking at the gameplay experience as a whole – I review anything relating to the combat, but not so much on the art side, for example.

What was the process for deciding which RPG elements would make it into the final game?

MJ Well for example the dialog choices are something I really wanted to include – they really feel like an RPG element. They give more of a feeling of expressing a character's thoughts, so you bond a bit more with the character. I was interested to see if we could make the conversations feel more realistic – if you have a conversation with a real person you can see how they respond differently based on what you say to them. That level of realism was something I was very interested in, so something like that was on the list from the start to include, we just had to figure out how they would fit with the game.

With things like the crafting, the XP, nowadays there are more and more action games that have these elements.







But one thing we did know from the start was that we didn't want to make it too hardcore or have too many stats. The numbers that pop up when you damage something can seem like a hardcore RPG element, but we keep these to give the player feedback. A lot of elements like these grew out of the process – of defining the best user experience, rather than knowing from the start 'these are the RPG features we need'. One thing that we did say from the very start is that we wanted one clearly defined player character. Some people would say that an RPG should have multiple playable characters, but games like The Witcher, for example don't have that, so there was plenty of evidence that it's not necessary.

Did you often have to balance the needs of the story against the game design requirements?

MJ Yeah, that definitely happened. For example at some point we had what we called Tribe Quests in the game. They were not part of the Main Quest flow, but in the end we had to make them mandatory and that caused a lot of issues in the playtest and made things confusing. The reason we did this was because if you passed a certain point in the Main Quest, those Tribe Quests would become kind of obsolete, so we had the option to either stop those quests and delete them from the player's log, or make them mandatory in order to progress. Since we didn't want to have players feel like something was taken off the list without them knowing, that's what we did. It was a big decision that affected the writers and the designers.

Earlier on in development, we also made the beginning of the Main Quest less linear. The third quest started out as a short, linear story where the player just goes from A to B. But because of the story flow, the player didn't get access to the open world until three or four hours into the game, which is way too late. So we completely redesigned that quest to work as a first taste of the open world. They have to stay within The Embrace, but for most players that already feels like a huge area and they're free to go where they want within it and also begin accepting Side Quests. Changing that was another big decision. Then the writers came up with the idea that at the end of that quest that you have to go hunting with Rost outside the Embrace Gate, and that worked well as a transition to the fully open world.

Can you tell us more about the Tallnecks? How did you decide their role in the game, and how many there would be in the game?

MJ Well we do show multiple Tallnecks at once in the game's intro, but that takes place 18 years before the events in the game, and the world has become a more dangerous place since then. We considered adding them to the combat, but there were a lot of technical issues with that. That's been on our minds since the early concept art, where we had one being tied down by bandits.

We prototyped allowing the player to climb the bigger machines, but that just got very complicated, because they all have armour plates that can be shot off, and the two system weren't really compatible. With the Tallneck, we started with climbing up the legs, but that was problematic because of the movements they make – it just didn't feel right. So we thought 'climbing machines is really cool, and this is the tallest machine we have, so let's focus on making sure you can climb it while it's moving'. We did consider that it would technically be a lot easier if the machine was standing still, but of course that's just not as cool or as fun. In the end, climbing from the back was easier, so we thought we'd make some level designs where the approach to the jump-on point is well protected.

Did you ever consider adding multiplayer or co-op to the game?

MJ Yes, absolutely, but for this project we decided to really focus on the single player, and make that a very solid foundation. We wanted to really know what the core of this game was and what kinds of mechanics it would have. If we would have made it multiplayer from the start, we wouldn't have as much of a game as we have now. Half the team would just be doing technical stuff and getting it online. This way we had all the programmers available to work on just the mechanics, systems and features we wanted. So it's not that we weren't interested in multiplayer, it certainly seems to fit the concept, but I think this way worked out better.

What are your thoughts on a potential real life robot apocalypse?

MJ Yeah, definitely it's realistic, seeing what the Google guys are doing with deep learning, that's some scary stuff. It's getting more and more clever, and technology is advancing in that area so rapidly – self-driving cars, all that stuff, it's like the science fiction that we've seen in movies is becoming reality. I think it won't happen soon, but it's definitely possible that some self-thinking machine could crash some server somewhere, for whatever reason it has, and create a lot of chaos.

Do you have something that you'd say was a major inspiration while working on the game? Like a film or a book perhaps?

MJ For me personally, I'm a really big fan of the Studio Ghibli movies, like Nausicca and Princess Mononoke. I think those are probably the best animated movies I've ever seen. I wouldn't literally take something from them into the game, but I think subconsciously, there's a sort of feeling on those that's made its way into the game in some form.

Can you tell us what your all-time favorite game or games are?

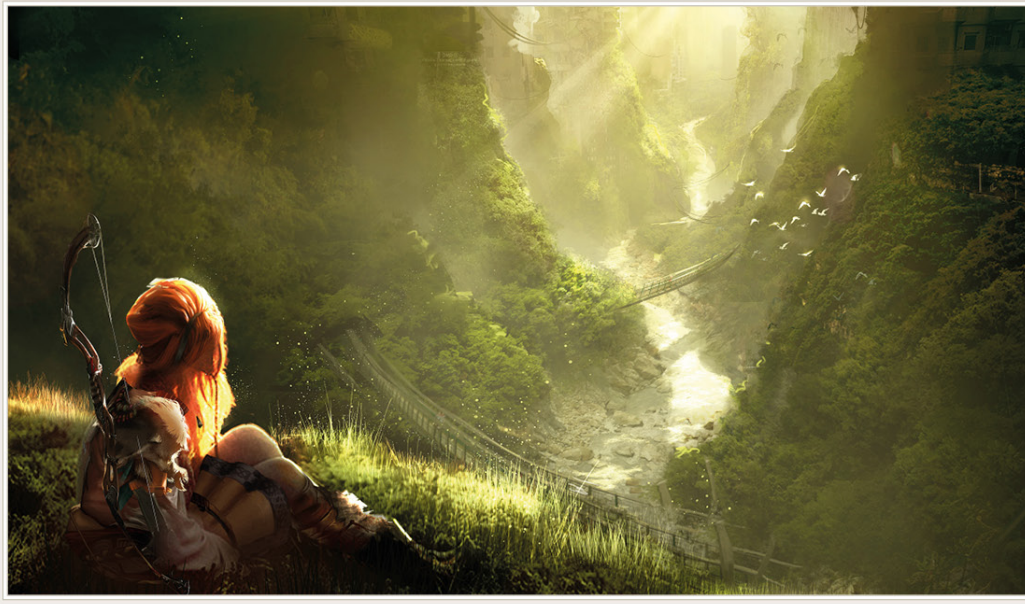
MJ Metal Gear Solid, Resident Evil 4. Lot of Japanese games, actually. I love the Shenmue games, and Castlevania: Symphony of the Night is so well designed that I'm still amazed by it.





Jan-Bart van Beek

Art Director



The environments in the game really are amazing. What made you choose Colorado as the location, and were any other locations considered?

JB One of the things we wanted was that the whole game would feel a bit like a BBC Nature documentary, such as Planet Earth. That was a core inspiration for us. We wanted a piece of real-life real estate that was filled with beautiful national parks. After looking around a lot we really liked the area from Bryce in Utah, Monument Valley in Arizona, up to the Rockies in Colorado because of its high concentration of national parks. It was also very suited for what we needed on the gameplay side. In this relatively small area you've got a lot of eco-topical variety. There are vast forests, deserts, snow-covered mountains, grass plains. It was just a really good starting point for exploring this new world.

And what was the process for reimagining the area? How did you tackle it?

JB The backstory of Horizon has this enormously cataclysmic event in it, and we knew that while some things would probably remain the same, some things would actually change the area in significant ways. It's not science-fact though; we took a lot of artistic license in re-imagining the south-west of the US. What effect would the collapse of Hoover Dam have had on the environment, would rivers and lakes change position? Monument Valley was once an ocean, so what would need to change in the weather patterns to give it enough rainfall to make it lush again?

So the addition of a jungle was both part of the fiction and also a practical consideration?

JB Yeah, it was a bit of both. We wanted something that had a different feel than Colorado and we needed a narrative, fantastical explanation for that, but we also like to base everything in science as much as possible, avoiding anything supernatural. In real ecological terms it is very unlikely. But within some theoretical extent, if enough had changed in New Mexico then there could be some spill-over to create some jungle areas in the south of North America.

How much did Aloy change from the first sketch to her final form?

JB About as long as the project lasted. To some degree, Aloy is never done. Not only does she develop in the context of the story, and as a personality, but there's always additional outfits and fashion. Those new elements have to align with what we call 'vanilla Aloy', which means the version of Aloy used in most marketing artwork – our base-form Aloy template. There are certain things that she always has on her hips, like her ropes, her climbing gear, pouches, armguards and other elements that define her profile. She always needs to be recognizably Aloy, while still looking different when you change her outfits. The same thing goes for her hair. It's always there. We never cover it up or allow you to change its color or cut. It's too important to her character. So while "Vanilla Aloy" is a template, actually getting to that archetype was a long process in itself. It took at least three years to really define her.







Also, everybody and their horse has an opinion about the main character, so on the same day you might get someone in the IT department saying "I hate her hair" and maybe Hermen shows up an hour later saying "I love her hair". So you can never please everybody. It's also one of the reasons why we decided not to go for someone very famous. If we had, purely as an example, picked someone like Scarlett Johansson to depict Aloy, then the audience would have brought some of their preconceptions and opinions about Scarlet and projected them onto Aloy. That's something we wanted to avoid. Aloy needed to be her own character. The actress we picked is well-known in the Netherlands, but she isn't internationally famous… yet… That allowed us to do more with the character than if we'd gone for a really famous actress. You could argue that casting Ashly Burch for Aloy's voice might have caused similar issues, because she's well known within the games industry. But she's such a good match for Aloy's voice, and although she a little more famous than we would have liked, it just works very well for Aloy as a character.

Regarding the process, at some point Ilya our concept designer, came to my desk with a stack of paper this thick [hand gestures to show a stack of paper 4 inches tall] and said "are we done yet?". I said "No, sorry, we've got at least three months to go, or six months or maybe we'll spend forever on this." The moment that you commit to being the concept designer of the main character, that pretty much defines your career.

And does the issue of fame also apply to Lance Reddick being Sylens?

JB I don't think I remember how that came about. I think we were discussing the character and John really liked Lance Reddick's way of talking and kept referring to that as the example of how he wanted him to sound. Eventually someone said "well if that's what you want, why don't we just hire Lance Reddick to play him?" As developers we sometimes have to remind ourselves that we now have the budgets and capabilities to hire the actors that we like, not sound-a-likes or look-a-likes, but the real deal. Once we knew we could do it, and that Lance was interested, we could start designing and writing the character with Lance in our minds.





How much of Aloy's character is defined by her tribal roots and the clothes she wears?

JB Well John has done his homework properly, so a great deal of it. There are of course character traits of Aloy that are needed to craft the narrative that we wanted. And some might be contrary to our own experiences and expectations. In our own society, if you place someone outside mainstream culture and make them live with a hermit man for 18 years, do they really become a normal person? How will living on the bad side of society's empathy, make you more empathic? But Aloy's society is not our society. The Nora are rigid traditionalists, and Aloy, because she's not really a part of that society, has been against it to some degree. She became the polar opposite to some of the Nora's cultural values. But, she is still part of the tribe, while she might rebel against certain of its traditions, she's not suddenly going to look radically different in terms of fashion from the rest of the tribe.



Would she still be Aloy if she didn't wear those Nora clothes?

JB To a certain extent, that's what happens later in the game, as she becomes less one of the Nora and more 'of the world' and her outfits begin to reflect that. But let's first take a look at the Nora's fashion and why it looks the way it does. It's also an area that's generated some discussion. It's unfortunately one of those areas where internationalism fails a bit. North Americans look at it they maybe see Native American inspiration, and when Europeans look at it maybe they see Celts or Vikings. Some people might think there's some level of cultural appropriation to it, but for us, when we design a tribe we looked at it as an anthropological study. One of the things we learned early on from talking to anthropologists is that a culture's wisdom, its fashion, architecture, the way that they speak, their food, is all based on the kind of resources they have available around them. If you live in an area with lots of wildlife to hunt, then the development of agriculture will be less likely. If a tribe needs to move with its herd of prey, then a nomadic lifestyle is more likely than a culture with permanent settlements. These type of factors are what defined cultures all over the globe.

For the Nora, most of their resources come from the hunt, and that's something that you see reflected in their clothing – it's fur-based, lots of leathers and ropes that they've made from intestines, and parts of machines because that's another part of their hunting culture. Similarly, the vast forest around them gave them the resources for their settlements. Why build with stone if you have plenty of wood? Another thing is that the Nora are surrounded by high mountains. Those are hard barriers to cross. Trade becomes difficult, and as a result, contact with other culture becomes rarer. People who live in mountains tend to be little more secluded than those who live on grassy plains. There's a reason why the Mongols went out and captured the world, while the Swiss preferred to detract themselves form the political turmoil around them. Your surroundings define how you see the world.

All of these things need to be represented in their culture, their arts, their traditions and to some degree in their religions, because it all comes from the environment they live in.

Can you talk about the machine designs and the overall look that they share?

JB Well initially we imagined something much closer to a Japanese series called Maschinen Krieger, with a sort of animalistic aspect to it; very heavy and strong with pistons and pipes. But we didn't want to end up with a sort

of dieselpunk/steampunk look. It needed to look far more futuristic than what people had seen before. So we started talking to the university in Delft, the robotics department. We asked them if they could imagine a system that could build its own robots, how would they build it and what's the current thinking as to how these things could function. They said most robots would have legs, because that makes the most sense when you're dealing with natural terrain. If you have a world where there are no more roads, no electrical grids, then you want something self-sufficient that can take fuel from the environment around it, then look at how nature deals with that problem. The reason why animals and humans look the way they do is because they are biological machines that have evolved to fit exactly within their niche in nature, so robots that fill those niches would probably look very similar to those machines.

When we got to talking about how the biomechanics of this would work, they said that muscle is still better than any motor we've invented – it's hydraulically-based and you push blood into it and it expands. It's such a simple structure, it's self-healing and very versatile. So, artificial muscle is one of the first steps in creating long-lasting, self-sustaining robots. But the mammalian form isn't necessarily the best for everything. Flesh is soft and easy to damage. An internal skeleton creates a single-point-of-failure problem. A horse that breaks its legs in nature is pretty much doomed. Crustaceans and insects have the better solution there. An exo-skeleton where the protection is around the muscle is a better design. And you'll see all of that in the machine designs.

Can you tell us more about the influences on the machine designs? Did you look at something like Transformers?

JB Maybe not necessarily Transformers, but that was always in the background. I remember going home two years ago and my mum wanted me to pick up all my old toys because they'd been sitting there for the last 25 years and I came across my old Zoids and remembered how much of a fan of them I was. And there were shows like Dino Riders, and books like Dinotopia which show primitive societies with dinosaurs mixed into them. I don't think there was any direct inspiration, but between these things there was a sense building in us that there was a really compelling universe there that hadn't really been explored, especially in more recent times.

Was there anything in particular that was an inspiration to you while working on the game? A film or a book maybe?

JB The BBC nature documentaries, as mentioned. Planet Earth had just come out a couple of years before we started and there was a trend to make these lush nature films, so that was a real influence, to create a world that was really inviting to explore instead of overly foreboding and scary. In 2007 a book came out called "The Earth Without Us" that imagines what might happen if civilization simply disappeared overnight, and then there were documentaries on the Discovery Channel and the History Channel that played on those ideas. The Mad Max style post-apocalypse is always dark, but taking it much further ahead to the era of the post-post-apocalypse gives us a different view. It could be a period of re-growth, and we wanted to focus on that. There is a glimmer of hope in that. Just the idea that even if we f*** up the planet with nuclear war, it doesn't necessarily mean the end of all life on earth, because, as Jurassic Park says, life finds a way.



Do you have an all-time favorite game or games?

JB I really enjoyed Skyrim. It came out when we were making the original pitch and it was tackling some of the things we had in mind, such as the epic landscapes, so maybe there was some inspiration from that. From last year I really enjoyed The Witness. It's like the opposite of what we've made. It's a highly-stylized environment and from a design point of view it's just so cleverly integrated. I also enjoyed Deus Ex: Human Revolution. It had a futuristic vision that was quite believably done, and it's quite rare for videogames to explore cyberpunk to that extent.



An Outcast's Reflections

Following the events of the Main Quest 'The Proving,' you'll be able to recap your progress through the game's overarching plot by visiting the grave at Rost's hovel – doing so will trigger a monologue in which Aloy reflects on all that has transpired up to your current point in the story. Since these ruminations provide unique insights into Aloy's thoughts and feelings, it's worth stopping by once in a while to pay your respects. Certain portions of the main story are not covered by Aloy's monologues, however; for these portions, we've provided our own plot synopsis so that this section may also act as a complete summary of the game's story.

Dawn of a Heroine

Event Reference	
1	Opening cutscene of the Main Quest 'A Gift from the Past'
2	Inside the Ruins during 'A Gift from the Past'
3	Conclusion of 'A Gift from the Past'
4	Killing a Strider during the Main Quest 'Lessons of the Wild'
5	Rescuing Teb during 'Lessons of the Wild'
6	Conclusion of 'Lessons of the Wild'
7	Transition between the Main Quests 'Lessons of the Wild' and 'The Point of the Spear'
8	Detecting Olin's Focus in Mother's Heart during the Main Quest 'Mother's Heart'
9	Reaching the finish line during the Main Quest 'The Proving'
10	Transition between the Main Quests 'The Proving' and 'Womb of the Mountain'
11	Finding Aloy's gear in the All-Mother shrine during 'Womb of the Mountain'





Six years after her naming ceremony, Aloy inadvertently stumbles into an underground Old World ruin during a hunting foray with her guardian, Rost. [1] While searching for a way back to the surface, she discovers a mysterious ancient device known as a Focus that heightens her perception through an augmented reality interface. [2] Aloy eventually finds her way back to the surface and reunites with Rost, who expresses concern about the device but cannot bring himself to take it from her. [3] The following day, Rost resumes teaching Aloy how to hunt and survive in the wilds; however, the lesson is interrupted by a Nora hunter who falls from a Brave Trail into a herd of machines, prompting Rost and Aloy to rush to his aid. [4]

The hunter attempts to express his gratitude, but is ushered away by his companions before he can do so – Rost and Aloy are outcasts, and tribal law forbids contact with them. [5] On the way home, they pass several Nora children gathering berries with a chaperone and Aloy is injured when a boy in the group strikes her with a rock. Aloy vows to force the tribe to accept her and reveal

the reason why she was cast out at birth, whereupon Rost informs her that she can do so by winning a coming-of-age competition known as the Proving. [6] Her resolve firm, Aloy spends the next twelve years of her life training under Rost in preparation for the ritual. [7]

The night before the Proving, Aloy meets a group of envoys from the Carja Sundom who have been sent by their King to attend the ritual. Among them, she takes a particular interest in a man named Olin who wears a Focus like her own and begins acting strangely when he sees her. [8] The following day, Aloy secures her victory in the competition but is nearly killed when a mysterious group of attackers ambushes the contestants. [9] Rost gives his life to save Aloy's, following which she awakes inside All-Mother mountain under the care of Matriarch Teersa. [10] After revealing that Aloy was found as an infant outside a giant metal door deep within the mountain, Teersa declares her a Seeker and encourages her to pursue the remaining answers she desires. [11]



The Path of a Seeker

I'm so sorry for the... things I said, Rost. I didn't mean them. I was... so angry. I picked up the amulet the moment you walked away. It wasn't worthless. Nothing from you ever was. [12]

When you said goodbye... I told you I'd find you. Track you down. Well... looks like you did it, after all. Went somewhere I can't follow. [13]

When you said goodbye, I was too quick to let you go. I never really thought it'd actually be... the last time I saw you. I was just acting strong. [14]

I've been trying to puzzle it out. But nothing makes sense. The killers came after me because I look like this... A woman. Older, with short hair. But why? And what's the connection? If she's my



Grave Visitation	
12	First time visiting the grave if you chose the "Confrontational" option during the final conversation with Rost
13	First time visiting the grave if you chose the "Insightful" option during the final conversation with Rost
14	First time visiting the grave if you chose the "Compassionate" option during the final conversation with Rost
15	At the start of Main Quest 'A Seeker at the Gates'
16	During Main Quest 'A Seeker at the Gates' after leaving the Embrace
17	After having spoken to Marea in Mother's Crown during the Main Quest 'A Seeker at the Gates'
18	After reaching Main Quest 'To Curse the Darkness' without having completed Main Quest 'The War-Chief's Trail'
19	After reaching Main Quest 'To Curse the Darkness' without having completed Main Quest 'Revenge of the Nora'
20	After completing the Main Quest 'Revenge of the Nora'
21	During the Main Quest 'The City of the Sun'
22	After searching Olin's apartment during 'The City of the Sun'
23	After finding Olin during 'The City of the Sun'
24	If you killed Olin during "The City of the Sun"
25	If you spared Olin during "The City of the Sun"
26	After saving Olin's family during the Side Quest 'Collateral'
27	Before saving Olin's Family during the Side Quest 'Collateral'
28	After initiating the Main Quest 'Maker's End'





mother... She didn't look Nora. If she lives inside the mountain... how could the killers know about her? The more I learn... the less I understand. 15

I need to track down Olin. An outsider. He was at the Festival. The night before the Proving. Somehow the killers saw me through his Focus. And he knew it. He could've warned me. When I find him... well, he's going to tell me everything he knows. And he's going to pay. 16



Guess I should be going. Got some corrupted machines to kill. Goodbye, Rost. 17

Until I hear back from Sylens, I've got some time to settle old debts. The killers from the Proving. The ones who massacred the war party. They think they got away with it. 18

I tracked them to Devil's Grief. Varl and Sona are going to help. They didn't get away with anything. They're going to pay for what they did. 19

The killers from the Proving. They aren't going to hurt anyone anymore. I tracked them to Devil's Grief. There was a battle, and we won. Varl, he... made an impression. Has some mother issues, but... I like him. 20

Well it's...it's time to find Olin. I'll try to visit before too long. 21

But the killers, they've got his family. Even so, he's responsible. For everyone's deaths. For yours. 22

I found Olin. Made him tell me everything. Which was a lot. The killers are some kind of cult. The Eclipse. Their leader, Helis... he's the one who killed you. The one you stopped from killing me. Olin said they worship some kind of "devil" called Hades. A "Buried Shadow," whatever that means. They're raising ancient machines from the ground. Corruptors. And that's got to stop. 23

As for Olin, I... executed him. He had too much blood on his hands. I couldn't spare him. 24

As for Olin, I... I spared him. I know he deserved to die, but... his hand was forced. 25

After, I saved his family. Innocents who got dragged into this. Like me. And you. 26

His family is in danger. So I'm going to save them. 27

Well. I should be on my way to Maker's End. Until next time. 28

Erend's Tale

Event Reference	
29	NPC dialogue overheard when entering Meridian for the first time
30	Reaching the guard post at the entrance of Meridian proper
31	Searching Olin's apartment during the Main Quest 'The City of the Sun'
32	Initiating the Main Quest 'The Field of the Fallen'
33	Arriving at Red Ridge Pass during 'The Field of the Fallen'
34	Fully investigating the murder site during 'The Field of the Fallen'
35	Defeating all enemies at Dimmed Bones during 'The Field of the Fallen'
36	Conclusion of 'The Field of the Fallen'
37	Entering the palace in Meridian during 'Into the Borderlands'
38	Conversation events in the palace during 'Into the Borderlands'
39	Finding the remains of Marad's operative in Pitchcliff during 'Into the Borderlands'
40	Returning to the palace in Meridian after initiating 'The Sun Shall Fall'
41	Entering the abandoned warehouse during 'The Sun Shall Fall'
42	Investigating the suspicious residence during 'The Sun Shall Fall'
43	Defeating Dervahl during the climax of 'The Sun Shall Fall'



Aloy arrives in Meridian amid widespread commotion over the apparent death of Ersa, Erend's sister and captain of the Vanguard. 29 In hopes of tracking down Olin, Aloy reunites with Erend, who is skeptical of Olin's guilt but nevertheless agrees to accompany Aloy while she searches Olin's residence for clues. 30 When her search turns up proof that Olin has been manipulated by the Eclipse, Aloy prepares to depart; however, after witnessing her "second sight" with his own eyes, Erend implores her to aid him in solving the mystery of his sister's murder. 31

Erend points Aloy to Red Ridge Pass, asking her to meet him there at her earliest opportunity. 32 Aloy arrives just in time to save Erend from a swarm of attacking machines, whereupon he leads her to the scene of the crime a short distance away. 33 Aloy's search of the area casts doubt on the killers' true identities and reveals a set of cart tracks leading to an Old World ruin, where she and Erend are



attacked by a group of Oseram mercenaries and Machines. 34 Aloy and Erend secure the ruins, uncovering clues that point to a much darker plot as well as evidence that Ersa may still be alive. 35

Erend urgently returns to Meridian to inform King Avad of the discovery, asking Aloy to meet him at the palace. 36 The King's advisor, Blameless Marad, escorts her to the throne pulpit where Erend and Avad are waiting. Aloy apprises Avad of the situation and learns from him that the most likely culprit in Ersa's death is an Oseram warlord named Dervahl. Marad informs them that one of his subordinates has been monitoring Dervahl's movements and suggests that Aloy head for the settlement of Pitchcliff to meet up with the undercover operative. 37

Together with Erend and a small group of Vanguardsmen, Aloy sets out for Pitchcliff in search of Marad's agent only to discover that Dervahl found him first; however, the agent managed to draw a crude map on the ground with his own blood pointing to Dervahl's base. 38 Aloy and the others investigate the site and find a hidden workshop complex guarded by Oseram mercenaries; after fighting

their way into the complex they find Ersa on the verge of death, but she hangs on long enough to fully reveal Dervahl's plot: the complete annihilation of Meridian. [39]



Distraught, Erend instructs Aloy to return to Meridian. After informing Avad of Ersa's passing and Dervahl's plan, Aloy receives a tip from Marad pointing to an abandoned warehouse on the outskirts of the city and heads there to meet up with Erend. [40] They storm the warehouse, but find no one inside – only an enormous bomb rigged with enough Blaze to level the city. With Erend's help, Aloy separates the bomb from the Blaze and follows Dervahl's trail to a nearby residence, where she discovers a tunnel into an aqueduct through which Dervahl intends to directly access the palace. [41]

Aloy pursues Dervahl and his men, arriving in the throne room to find Avad and his guards incapacitated by one of Dervahl's sonic emitters. Dervahl attempts to detonate the bomb in the warehouse and flies into a rage when nothing happens, storming out of the room. [42] Aloy rescues Avad and confronts Dervahl, fighting her way through the warlord and his minions before Erend arrives and takes Dervahl into custody. With the mystery of Ersa's murder solved and the culprit apprehended, Avad and Erend express their gratitude to Aloy as she sets out on her own once again. [43]

A JOURNEY BACK TO THE FUTURE





Rost. I'm... I'm sorry I didn't come sooner. [44]

Rost. I can't believe it's taken me so long to visit you. [45]

Olin said I could learn more about the woman I look like in the ruins at Maker's End. [46]

So I went there and... well, the woman's name is "Elisabet Sobeck." Whatever sort of name that is. I need to explore the ruins.

Maybe it'll all make sense when I know more. [47]

Speaking of the Eclipse, I think I had a run-in with Hades... I picked up a Focus, and...

It was like... a cloud or... dark swarm of... something. And its voice... It was terrible.

I don't know what Hades is, or... what it wants. But... it's evil. No other way to describe it. [48]



Well. From grave to Grave-Hoard. Here I go. I'll try to come back before long. [49]

I know where I need to go next. The Grave-Hoard. Sounds great, huh?

Elisabet went there to... hold council with the war chiefs of her tribe, I guess you could say. Maybe the weapon she built... maybe I can find it there. [50]

Elisabet Sobeck... she couldn't have been my mother. She was an Old One. She lived ages ago. Still, there is a connection. The hatch -- it thought I was her. It's... really strange. Somehow, Elisabet stopped war machines from destroying the world. She couldn't save... the civilization of the Old Ones. That was destroyed, obviously. But life? It survived. She saved life from... being devoured. [51]

I need to know how Elisabet stopped the machines. If I can find the weapon she built... and use it... the Eclipse won't stand a chance. [52]

I went to the Grave-Hoard. It... lived up to its name. Millions of people fought and died to give Elisabet the time she needed to finish "Zero Dawn." The weapon she built... it wasn't there. But I found out where she built it. A secret base, west of here. Right under Sunfall, the capital of the Shadow Carja. So getting inside, it's... well, it's going to take some doing. [53]

Before I can get into the Zero Dawn base, I'm going to have to crash the Eclipse Focus network. It's... complicated. I know where to go. Sylens says it won't be too



Grave Visitation	
44	During the Main Quests 'The City of the Sun' and 'Maker's End'
45	During the Main Quest 'The Grave-Hoard' or later
46	If Sylens revealed his name during 'The City of the Sun'
47	If Sylens did not reveal his name during 'The City of the Sun'
48	Before completing the Main Quests 'The Grave-Hoard' and 'To Curse the Darkness'
49	During 'The Grave-Hoard'
50	During 'The Grave-Hoard'
51	During 'The Grave-Hoard'
52	During 'The Grave-Hoard'
53	During 'To Curse the Darkness' before infiltrating the Eclipse camp
54	During 'To Curse the Darkness' after crashing the Eclipse network
55	At the opening of the Main Quest 'Deep Secrets of the Earth'
56	Before entering the Zero Dawn facility during 'Deep Secrets of the Earth'
57	Before defeating the Corrupted Thunderjaw during the Main Quest 'Heart of the Nora'
58	After defeating the Corrupted Thunderjaw during the Main Quest 'Heart of the Nora'
59	When entering Mother's Heart during the Main Quest 'The Mountain That Fell'
60	After viewing Charles Ronson's tribute to Elisabet Sobeck during 'The Mountain That Fell'
61	Before recovering the Master Override during 'The Mountain That Fell'
62	After recovering the Master Override during 'The Mountain That Fell'
63	After warning Avad about the Eclipse invasion during the Main Quest 'The Looming Shadow'
64	During 'The Looming Shadow'

dangerous, but... since when do I trust him? I've got to do it. I need to know what Elisabet built. The weapon that stopped the war machines. And the connection between us... It's still a mystery. One I intend to solve. 54

I crashed the Eclipse Focus network. It was a... close call. I nearly died. A bunch of times. I saw it, Rost. Face to face. HADES. An ancient Faro Titan. Or maybe





something worse. When I opened the module casing... It was like I had a vision. A world being destroyed. Exterminated. I think that's what it wants, Rost. Extinction.

Anyway, I hurt it. Blinded it. Made it so it can't see through the Eclipse's eyes, can't talk to them over distances. So it's time. Time for me to go to Sunfall and learn about Zero Dawn. Wish me luck. 55

Well. Sunfall beckons. Next time we talk, maybe I'll know all about Zero Dawn. Goodbye. 56

Rost. The Sacred Land has been invaded. The Eclipse... they've laid siege to All-Mother. To see where I was born, I'm going to have to carve my way through them. I don't know why, but... I needed to see you first. 57



The Eclipse who invaded the Sacred Land... they're dead. Their Corrupted Thunderjaw, too. There's nothing to stop me from entering the mountain and... going inside. But I haven't. Not yet. I don't know why. I guess I... needed to see you first. Before I see the machine. Sylens is right. There's no one waiting for me in there. It'll be a what, not a who. But at least I'll know. I miss you. 58

So. I went inside the mountain. Do you remember the night before the Proving? The final lesson you taught me? You said I needed to serve a purpose bigger than myself.

Well…it couldn't get much bigger. It's the same purpose that drove Elisabet. And GAIA. One they were willing to die for. So yeah. I'll do it. Give myself to that. For Elisabet. And GAIA. And for you. 59

I found out how Elisabet died. She... sacrificed herself. As you might expect. Said something about "going home." I wonder where that was for her. If I ever find out... I'd like to go there. See it myself. Assuming I actually survive the battle at Meridian, of course. Which, let's face it, is... well. Who knows. [60]

Well. I've got a Master Override to recover, so I guess I'll be on my way. Until next time, Rost. [61]

I've got what I need to destroy HADES. The Master Override. Now all I have to do is drive it into Hades's skull. So... no problem there. The final battle will be fought at Meridian. HADES will come for the Spire. And I'll be ready. [62]

I won't be fighting alone. When the battle comes. I warned Avad, the Carja Sun King. I wonder what you'd make of him... Anyway, he pledged support. And Erend, he's going to defend the Spire with a detachment of Vanguard. But... that's not all. A group of Nora made the journey. Seekers. All the way to Meridian. Varl. Sona. Teb. Others. A whole little war party. Imagine. The Nora fighting for something beyond the Sacred Land. For a purpose greater than themselves. [63]

Well. I'll try to come back if I can, but... guess this might be it. Thank you, Rost. For everything. [64]



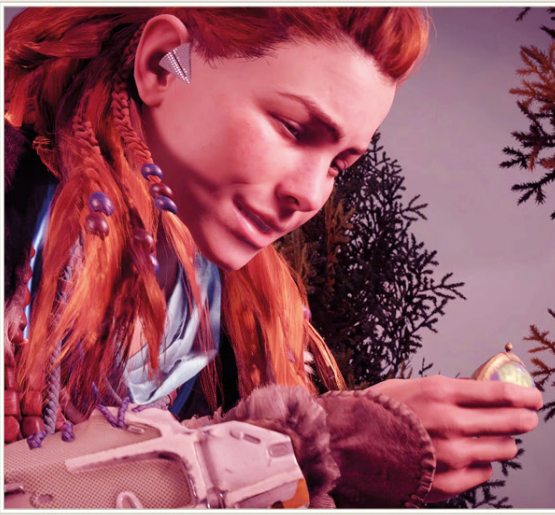


INTO THE SUNSET

Aloy drives Sylens' Lance into Hades, activating the Master Override and disabling the rogue AI once and for all. The reactivation broadcast ceases and the awakened Faro warbots fall silent again, sparing the world from a second apocalypse. Aloy turns and quietly walks away while her allies celebrate, leaving the lance embedded in Hades' empty shell. None question her departure or attempt to stop her as she sets out for the home of her progenitor, Elisabet Sobeck, guided by the defragmented journals she recovered from the Zero Dawn facility. At long last, Aloy locates Sobeck's remains and her perilous search for answers draws to a close. [65]

Meanwhile, Sylens' search for answers is just beginning. Having planned for Aloy to pierce Hades with his lance from the very beginning, he surreptitiously designed the weapon to remotely download Hades' memory and transmit it to a portable storage unit which he carries with him as he awaits Aloy's victory. The lance serves its final purpose just as intended, leaving Hades imprisoned in Sylens' clutches; satisfied with his prize, Sylens demands that Hades reveal all it knows about those who created it. [66]

Event Reference	
65	After prevailing in the final battle during the Main Quest 'The Face of Extinction'
66	Post-credits sequence



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